

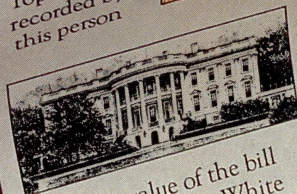
G A M E S

DELUXE

100 AND COUNTING!

We're celebrating our 100th issue anniversary with this special trivia contest. If you can answer all 100 questions without burning out, you may have cause to celebrate, too!

1. Sum of all numbers in titles of Billboard Top-10 hits recorded by this person



2. Dollar value of the bill on whose back the White House is pictured

3. Flavors associated with Baskin-Robbins

4. Pounds this person bragged about losing in 1988



5. Years in a sapphire anniversary

Contest rules and questions 6-100, page 12





Put On Your Thinking Cap.

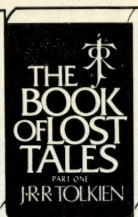
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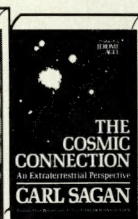
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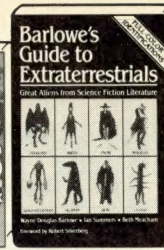
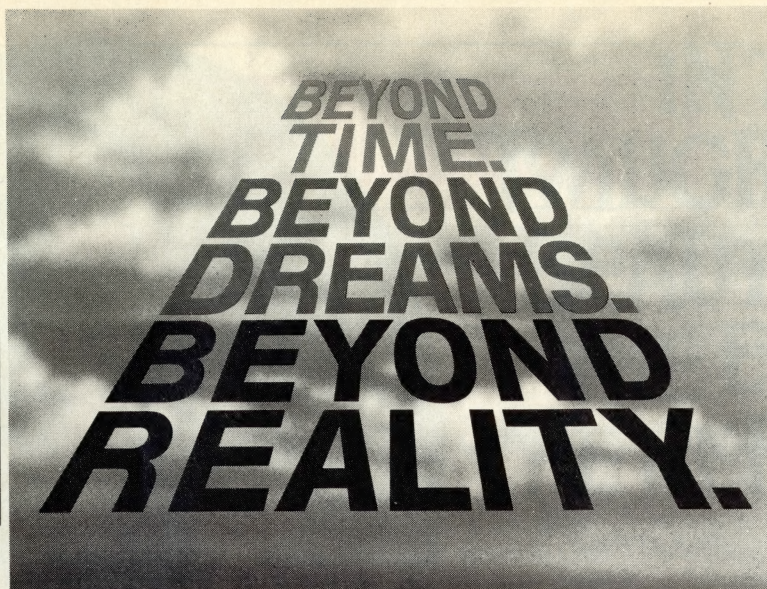




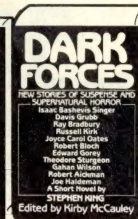
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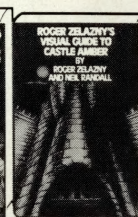
9571 NONFICTION
Spec. ed.▲
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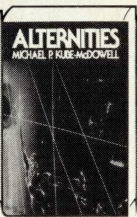
3814 Spec. ed.▲
Club ed. \$10.98



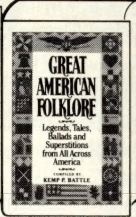
★ **9597** Pub. ed.
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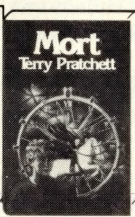
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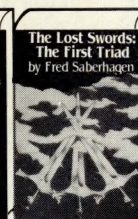
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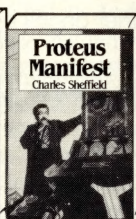
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Charles Sheffield

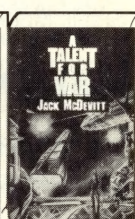
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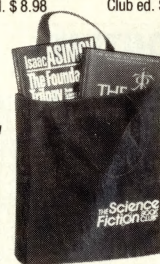
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THOSE WHO HUNT THE NIGHT



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28-SF53

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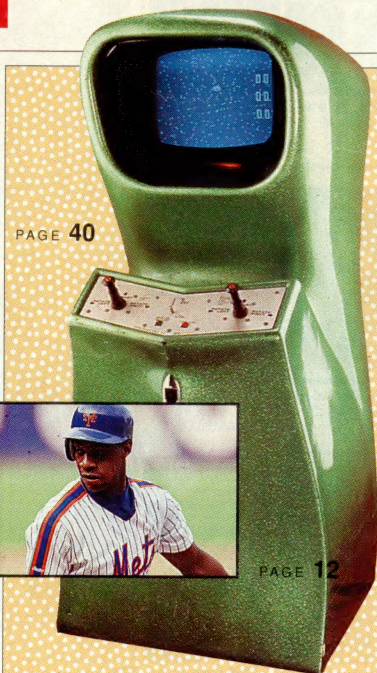
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DIFFICULTY RATING

Smooth Sailing ★ Uphill Climb ★★ Proceed at Your Own Risk ★★★ Mixed Bag ★☆

Cover Photograph Carl Waltzer **Special Effects** Jim Wilson



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PAGE 14

PAGE 20



PAGE 18



PAGE 10

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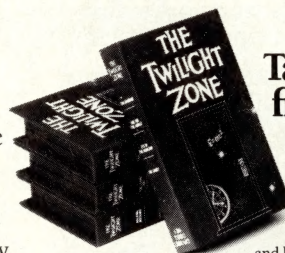
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THE TWILIGHT ZONE



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GETTING CROSS ★★

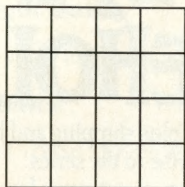
This puzzle was submitted without directions—just the 4x4 grid and the four words next to it. It may seem we're asking a lot, but can you both figure out the object of the puzzle and then solve it?

SHRINK

GREEN

SHUT

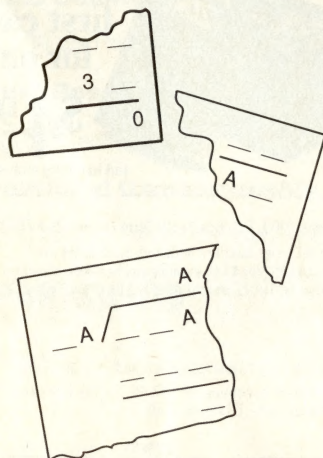
CAME



Tim Tebbe
Maquoketa, IA

DIVISOR DEVISOR ★★★

Ollie was working on a cryptic division problem on the dining room table, but when he went to get a cup of coffee, his daughter Fawn tore it up and swallowed a couple of pieces. After examining the remains, he realized that the problem was still solvable. All of the numbers are integers, and A represents the same digit in every place it appears. Ollie remembered that all of the numbers in the dividend (under the dividing bar) which were eaten were A's. Can you reconstruct the division from the scraps?



Thomas Kramer
Washington, DC

DOUBLE "O" NOTHING ★★

The *Webster's Ninth New Collegiate Dictionary* lists 65 four-letter words with middle letters of oo. All but three of these (POOD, ROOD, and TOOM) are common words. Begin with any oo word and add oo words so the oo's line up like stair steps. When you reach the fourth word, this and all following words, (except for the last three) must make an oo word reading both across and down (as FOOL in the example). You may not use the same word twice. I was able to use 53 words. How many can you interlock?

Example:

FOOT
HOOP
SOON
COOL

Susan Varno
Peotone, IL

FIRST DOGS ★★

Make no bones about it! Dogs are important residents of the White House. Can you match each President with his pet or pets? If you've got dogged determination, try also naming each one's breed.

- | | |
|--------------------------|-------------------------|
| 1. Theodore Roosevelt | A. Fala |
| 2. Woodrow Wilson | B. Him & Her, Blanco |
| 3. Warren G. Harding | C. Millie |
| 4. Calvin Coolidge | D. Vicky, Pasha, |
| 5. Herbert Hoover | King |
| 6. Franklin D. Roosevelt | Timahoe |
| 7. John F. Kennedy | E. Liberty |
| 8. Lyndon B. Johnson | F. Charlie, Wolfie |
| 9. Richard M. Nixon | G. Mike |
| 10. Gerald R. Ford | H. Rob Roy |
| 11. George Bush | I. King Tut, Pat, Weeje |
| | J. Laddie Boy |
| | K. Davie |

Jacqueline Schiff
Moline, IL

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Subscription Rates: U.S. and possessions: GAMES Basic, 6 issues

\$11.97, 12 issues \$21.97; GAMES Deluxe, 6 issues \$17.97, 12 issues

\$29.97. In Canada and other countries add \$3.00 per 6 issue subscrip-

tion (U.S. funds only).

Back Issues: \$5.00 each, available from GAMES, BACK ISSUES, 810

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Editorial Correspondence: The Editor, GAMES, 810 Seventh

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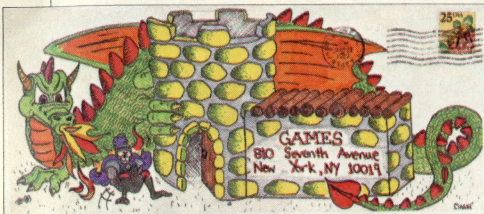
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LETTERS

ENVELOPES OF THE MONTH



Matt Clarke
Myrtle Creek, OR



Willie Rodriguez
Southport, CT



Albie Weiss
North Olmsted, OH

QUESTIONING THE LAW

Being a Murphy, I enjoyed learning about the latest additions to Murphy's Laws in your article "If Anything Can Go Wrong, It Will!" (Aug/Sept page 40). However, I did find one entry that I think was labeled wrong.

"Bill's Briefing on Annoying Events" states that "One time is an accident. Two times is a coincidence. Three times is an enemy action." I thought this sounded familiar, so I looked through my library on a hunch. In Ian Fleming's *Goldfinger*, I found a quote almost identical to Bill's Briefing. Spoken by Auric Goldfinger, it reads: "Mr. Bond, they have a saying in Chicago: 'Once is happenstance. Twice is coincidence. The third time it's enemy action.'"

Being a 007 fan, I would like to know if this is the source for your quote. If so, maybe it should be called "Fleming's Fact on Finding Frequent Foes."

Philip Murphy
Bluffton, OH

BUSING ISSUE

In "And A-Way We Go!" (Aug/Sept page 25), Trailways is given as "Greyhound competitor," but the two bus lines have merged.

Sue Marion
Washington, DC

DRAWING CONCLUSIONS

Just thought I'd tell you how much I enjoyed "Purtle's Plight" (April/May page 38). I didn't get the answer myself; I had to cheat and look it up, but I must commend Robert Leighton for a job well done.

Being an artist myself, I think I could probably pull off that type of drawing, but I'm praising him for the *idea* of the piece. I consider myself a creative person, but I don't think I could ever come up with something like that, no matter how long I thought about it. Robert Leighton is either a genius, or a crazy person.

Eric Snider
Lake Elsinore, CA

QUANTITIES OF QUANTITIES

On the cover of the June/July issue there are a crowd of other units of measurement. That house must be somebody's OHM. In fact, the GALLON the lawn would probably say, "that's HOUR ohm."

And there are various MINUTE objects... there is a tree behind the house, and a SECOND tree. For that matter, there are lots MHO trees in the hills.

I'm sure you could extend the list much further with a bit of diligence.

Craig Schensted
Farmington, ME

TRUE COLORS

While these errors do not affect play, I feel that it is my duty as a vexillologist to point out certain erroneous flags depicted in the art surrounding your June/July "United" Nations contest.

To begin, you show the flag of South Korea (fifth from the bottom on the right side). While the flag is correct, South Korea is not a member of the United Nations.

The flags of Haiti and Lesotho (immediately above and below S. Korea) have been updated in 1986 and 1987 respectively. Farther up the column, you show the flag of Belize as it appeared prior to independence in 1981.

Due to the ephemeral nature of flag designs, it might be a good idea to consult a vexillologist prior to any future illustrations of national flags.

David Pawson
Dallas, TX

TUNED IN

The August/September Your Move puzzle "Playing Our Song" asked to name titles of songs containing the names of all 50 states, but forbade using state songs in the list.

As a fifth generation "Okie," I can assure you that "Oklahoma!" is our state song and is therefore not a valid answer. "Those Oklahoma Hills Where I Was Born" would be a more acceptable alternative.

Carolyn Stevenson
Fairview, OK

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FAIR PLAY

I found one more mistake in the puzzle "Bemusement Park" (page 18). The lady working at the bottle game doesn't have a strap on her change holder.

Chris Beason
Hoffman Estates, IL

I found three more mistakes in "Bemusement Park." 1) There is a support missing between two of the cars on the ride (at about 3:00). 2) Two of the stacks of bottles are in line with each other, so that the man might knock over both stacks with one throw. 3) The blue counter in front of the boy in winter clothes loses its front edge between the transparent milk bottle and the next milk bottle to the right.

The Pressel Family
Tipp City, OH

BEHIND THE LINES

I would like to applaud you for integrating the Spanish language into your games.

"Pero . . . ¡cuidado, por favor!"

Spanish-speaking readers must have gotten a good laugh from the crossword puzzle "Showy Numbers" (April/May page 27). The letters n and ñ are not the same. Not having the tilde in the answer grid changed the answer to "12 meses" (ANO) into the answer to "A place where the sun don't shine."

Barbara Ana Hefty De Rodriguez
Cancun, Mexico

LAUNDRY

If a reader finds a significant error of fact or a mistake that affects the play of a game, and we agree the slip needs to be laundered, we'll print the first or best letter and send the writer a GAMES T-shirt.

AUGUST/SEPTEMBER

How alarming! Someone slipped. Your Wild Cards puzzle "Body Building" has left me fishing and searching for answers to 11 and 12. How about friSKIness and wHEEL-CHAIR? You must be knee-deep in letters!

Henia Stein
Richmond, VA

WE'RE CLEAN

We have received many letters from readers who claim that the August/September Your Move puzzle "Lock Block" is unsolvable. We stand by the answer that Dennis Palaganas gave. Here is a detailed explanation:

There are seven possible three-number combinations of numbers less than 39 whose first two numbers sum to 42, last two numbers differ by two, and in which all numbers are prime: 37, 5, 7; 37, 5, 3; 31, 11, 13; 29, 13, 11; 23, 19, 17; 13, 29, 31; and 11, 31, 29. The last digits of the product of these combinations are 5, 5, 3, 7, 9, 7, and 9 respectively. Of these, 5, 7, and 9 are repeated but 3, which is the number Darcy whispered, appears only once. This is the key to the lock combination, which therefore must be 31, 11, 13.

—Ed.

EVENTS

If you plan to attend any of the following events, write or call to check entry fees, dates, sites, eligibility, etc. Include a SASE with your request. If you know of other events suitable for this column, write to Events, c/o GAMES.

OCTOBER

DAY OF THE MONTH: OCTOBER 22

The fourth Sunday in October is Mother-In-Law Day, honoring those wonderful women who always show a good sense of humor when hearing bad jokes like this one: What is the definition of mixed emotions? Seeing your mother-in-law driving off a cliff in your new Mercedes. Buy mom-in-law a card and flowers today.

BACKGAMMON Over 300 people are expected at the Caesar's Tahoe Backgammon Tournament, October 4-8, in Stateline, Nevada. There will be three divisions of play, and the entry fees range from \$10 for small novice competitions to \$5,000 for a special tournament with a \$50,000 first prize. CONTACT: The Northern Nevada Backgammon Association, P.O. Box 70101, Reno, NV 89570, or call (702) 826-1984 or (702) 847-0553.



BALLOONING The sky will be more than just blue in Albuquerque, New Mexico, October 7-15, as over 500 giant hot air balloons do a mass ascension as part of the Albuquerque International Balloon Fiesta. There will also be competitions during the nine-day event. CONTACT: Albuquerque International Balloon Fiesta, 8309 Washington Place NE, Albuquerque, NM 87113, or call (505) 821-1000.

CHECKERS Prairie City, Iowa, will host the Iowa State Checkers Tournament, October 14-15. Contestants need not be residents of Iowa to participate. The entry fee has not yet been set, and the prizes will be based on the number of entries. CONTACT: Arden Wilson, 914 Second Avenue W., Oskaloosa, IA 52577.

CROSSWORDS The Third Annual Dell Long Island Crossword Open will be held Saturday, October 21, at the Elks Lodge in Massapequa, New York. Over 100 people

from across the nation will compete in various divisions for \$2,000 in cash and prizes, including a \$400 first prize. The entry fees vary, but there is a special discount for rookies. CONTACT: Dell Long Island Crossword Open, P.O. Box 69, Massapequa Park, NY 11762, or call (516) 795-8823, or fax (516) 795-6788.

GRAPE CRUSHING Hundreds of gallons of grape juice will be made when thousands of pounds of grapes get crushed at the World Championship Grape Stomp, October 6-8, at the Sonoma County Harvest Fair in Santa Rosa, California. Barefooted teams of six from around the world will try to turn 30 pounds of grapes into one gallon of juice in three minutes. The entry fee is \$20, and prizes will be awarded. CONTACT: Sonoma County Harvest Fair, P.O. Box 1536, Santa Rosa, CA 95402, or call (707) 545-4203.

TREE SITTING Thirty hearty souls will spend up to 48 hours in trees in a tree-sitting contest that is part of the Cohocton Fall Foliage Festival, October 5-8, in Cohocton, New York. There is a \$100 prize for the winner, and smaller prizes for anyone who lasts the entire two days (ties are broken by the weight of the equipment brought up). The contest is free, but tree-sitting hopefuls should register early to reserve one of the 30 available trees. CONTACT: Cohocton Development Corporation, Cohocton, NY 14826.

WHISTLING The World's 12th International Whistle-Off, a melodic whistling competition, will take place in Reno, Nevada, October 13-15. Thousands of spectators will pay the \$10 entry fee to watch 60 expert whistlers compete for trophies in six divisions: Male and Female Classical, Male and Female Contemporary, Duet, and Novelty. Proceeds will benefit the American Lung Association of Nevada. CONTACT: Ben Plaza at John Ascuaga's Nugget, (800) 843-2427.

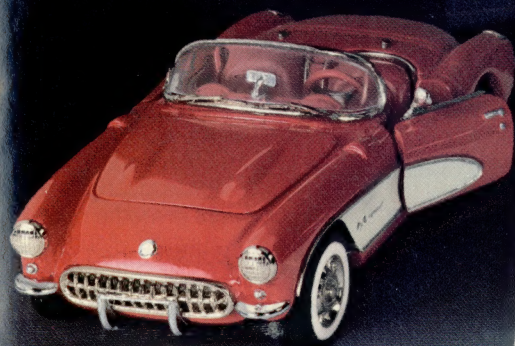
NOVEMBER

DAY OF THE MONTH: NOVEMBER 3

Today is Sandwich Day, a day to recognize John Montagu, Earl of Sandwich, who was born November 3, 1718, and who, according to legend, invented the sandwich in 1762 as a time-saver during an all-night gambling session. Have a sandwich at every meal today.

WORD WEEKEND GAMES Contributing Editor Gloria Rosenthal will conduct The Wonderful World of Words, a weekend for word buffs, November 10-12, at the Mohonk Mountain House in New Paltz, New York. Highlighting the weekend will be word games and competitions, including a Bali tournament, and guest speakers, including author David Kahn and columnist Richard Lederer. Also featured will be GAMES Senior Editor Will Shortz, who will conduct a puzzle treasure hunt. CONTACT: Mohonk Mountain House, Lake Mohonk, New Paltz, NY 12561, or call (914) 255-1000, or (212) 233-2244. Specify "Word Weekend."

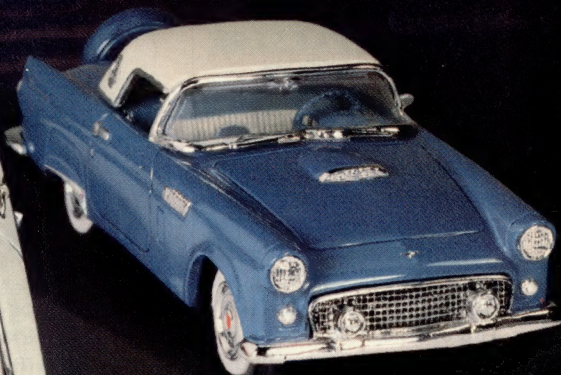
They're Back!



'57 CORVETTE



'59 CADILLAC



'56 THUNDERBIRD

The Classic Cars of the Fifties

The Eldorado and the 'Vette. The T-Bird and the Woodies. Unforgettable dream machines, to take us on a trip back through time.

They're all here! The Classic Cars of the Fifties. Twelve authentically detailed replicas, in the prized 1:43 scale. Each loaded with special features usually reserved for one-of-a-kind models costing hundreds of dollars or more.

Hinged doors and hoods that open. Bucket seats. Sculptured engines and undercarriages. Painted, hand-polished metal exteriors. All in the cars' original colors. As many as fifty separate components hand-assembled to form a single car.

There's never been anything like it in the hundred-year history of model car collecting. Imagine! Classics of this size and detail at just \$55 each.

And the wall display crafted of hardwood and veneer — is yours at no additional charge.

It's the definitive collection. With every car chosen by the connoisseur's

**The most exciting cars
of our lifetime.
In the most dazzling collection
of die-cast models ever!**



Display shelf measures 20 3/4" tall, 18 3/4" wide.

magazine *Automobile Quarterly*. And each one precisely crafted, to exacting new standards of excellence.

Outstanding value. From Franklin Mint Precision Models, of course.

Cars shown approximately actual size.
Corvette 3 7/8" L Thunderbird 4 1/4" L Cadillac 5 1/4" L.

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Franklin Center, Pennsylvania 19091

Please enter my subscription for *The Classic Cars of the Fifties*, consisting of 12 imported die-cast models in the prized 1:43 scale.

I need send no money now. I will receive a new replica every other month and will be billed for each one in two equal monthly installments of \$27.50* each, beginning prior to shipment. The '50s-styled imported display, and a customized reference binder, will be sent to me at no additional charge.

*Plus my state sales tax.

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Mr. _____
Mrs. _____
Miss _____

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GAMEBITS

EDITED BY CURTIS SLEPIAN

ODDEST JOBS

How would you like a job designing X-rated birthday cakes? Or being a practice tennis partner? Or paddling along on a surfboard to keep a marathon swimmer company? If your answer is yes, sign up at the Job Factory, a Los Angeles employment agency specializing in unusual job opportunities.

The Job Factory was founded 19 years ago as an employment agency that catered to UCLA students. In 1979, Robin Marks and a partner bought the failing business and reshaped it into an odd—extremely odd—job agency.

For \$50, job-seekers get three months' worth of strange job listings. How does Marks discover these jobs? When Marks started her agency, she simply picked up the Yellow Pages and called every business that sounded like it might have weird positions to fill. A call to a sperm bank elicited jobs for sperm donors. A call to a tropical fish store revealed the need for fish-pluckers to pick dead fish out of tanks.

Once the agency had established its reputation as an odd-job specialist, unusual opportunities came pouring in. "For example," says Marks, "we had a woman call and say she needed someone to come pick her up in a Western costume and go Western dancing, to make her husband jealous."

The current craze for phone encounters of all kinds has also produced a spate of Job Factory openings. Several clients have become party-line monitors, people whose job it is to keep the conversation from petering out. Others

have taken jobs talking to callers about their fantasies. "One woman reported that the man she talked with had a fantasy of being immersed in chicken soup," Marks recalls.

Today the Job Factory no longer has to solicit jobs. In fact, it can afford to be choosy. "We try not to take things that are too boring," Marks says. At any given time, she adds, the Job Factory has between 200 and 300 jobs listed, most of which it fills. In the future, Marks hopes to open other Job Factory offices in cities across the country.

What kind of people take Job Factory work? "We seem to attract out-of-work actors and creative people, bored housewives, students, and burned-out yuppies who are tired of the corporate world and want to get into something fun," Marks says.

And sometimes, a Job Factory employee is also a Job Factory owner. Once Marks and a former partner happened to come by the office on New Year's Eve, when a frantic employer called looking for bunnies to come to a party. Marks, who had filled many listings for Easter bunnies, chickens and the like, pictured spending the evening inside a giant rabbit suit. "No problem," she said, and volunteered her partner and herself.

But, it turned out, the

employer was looking for a different kind of bunny. "Next thing I knew," she says, "we were wearing these skimpy bunny outfits, with fishnet stockings and spiky high heels."

—Minda Zetlin

MUSHROOM MADNESS

On your mark. Get set. Hunt.

Each spring, in the woods near Boyne City, Michigan, the forests come alive with basket-toting mushroom pickers, eyes on the ground, searching for the most prized of all fungi, the morel. But this is no leisurely stroll through Nature. It's a two-day contest held each Mother's Day weekend for the past 30 years.

The hunt takes place on state lands, way up north in the fingertip region of Michigan's lower section—the exact spot remaining a tightly guarded secret until the morning of the event. The object is to pick as many of the cone-headed morels as possible in 90 minutes. (Late returnees get penalized 10 morels per minute.) The top five pickers in four divisions—men and women residents and men and women non-residents—compete anew on Sunday, when prizes up to \$125 for the grand champion are awarded.

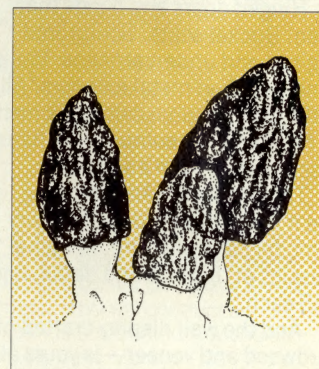
Last spring, Boyne City

native Stan Boris copped top honors, returning with no fewer than 460 morels on Sunday. And that was in a dry year. In 1971, Boris overflowed his basket with 915 morels in the allotted time, amassing about 10 morels per minute.

Size also matters, as the largest morels garner a prize. This year's jumbo morel—6½" tall and 4½" around—brought dinner for two at a local restaurant. "I tend to find the bigger ones in shaded areas, near certain kinds of trees, often ash and cherry," confided winner Diane Karlskin. "I found the big one near a dead elm."

There's a parade and carnival in addition to the mushroom competitions. But losers hardly need comforting. After all, with only a bit of butter and onions, or maybe a cream sauce, they get to make an entree of their entry.

—John Grossmann



Not only gourmets dig morels.

MARY POWER

ASIAN FLING

In the mid-1970s, there was Ping-Pong Diplomacy in mainland China. Now, at the end of the 1980s, comes Frisbee Friendship in the Republic of China.

Last spring, at the invitation of the ROC Flying Disc Association, 13 Americans traveled to Taiwan to compete for the first time in the President Cup Flying Disc Championships. Held annually since 1981, the President Cup is the most prestigious Frisbee tournament in the ROC, annually drawing more than 400 competitors ages eight and up. In addition to the American and Taiwanese squads, a Japanese contingent from Sophia



The U.S. team was given star status by the Taiwanese.

exhibitions at schools were an almost daily event. And a highlight of the trip was their appearance on Taiwan's most popular talk show, "Happy Weekend Pie." After the show aired, the Americans were instant celebrities, recognized everywhere.

Bringing the gospel of Frisbee to the youth of Taiwan may win some zealous converts. In 1992, the Republic of China plans to hold the Pacific Rim President Cup, which will add Australia, New Zealand, and Canada to the fling. By then, the Taiwanese could be a force to reckon with.

—Mark Danna



Steve Hubbard demonstrates the finer points of disc delivery.

University in Tokyo competed in the eight-event two-day-long tournament.

The strong U.S. team, which included several women, won the Guts match, and placed first in Disc Golf, Distance Throwing, and Accuracy. Proving that Frisbee is indeed an international sport, the Chinese captured firsts in Maximum Time Aloft and Throw, Run, and Catch, while the Japanese team beat the U.S. in Ultimate.

But for the Americans, the real goal was producing goodwill, not gold. When the squad sat in the stands between events, they were mobbed by kids seeking autographs. Frisbee

CLUE BUG

It usually takes one or two people to create a board game. In the case of *Clever Endeavor*, it took the help of a thousand.

Clever Endeavor (see *GAMES* review, Aug/Sept) is a trivia game with a difference. The difference isn't the rules, which are fairly conventional (players must identify the subject of six statements, each statement providing a different description of either a person, place, event, or thing). The twist is that the game's creators appealed to outside writers to come up with the clues. Answering the plea was a wide spectrum of people, ranging from writers to waitresses to truck drivers, each of whom received \$15 and a by-line on the game card.

"It's almost impossible for a single writer to come up with more than 20 or 30 interesting sets of clues," says Larry Blackwell, the

game's creator. "We came up with the idea of calling for entries out of necessity."

Blackwell advertised for clue writers in the *Mensa Bulletin* ("to see if the concept would work"), as well as in crossword puzzle and writers' magazines. He even enlisted the help of teachers, who used the challenge as a class exercise.

Subjects had to be familiar to the general public, and clues were supposed to incorporate puns, little known facts, and clever ways of stating everyday facts. For example, the subject of these two clues—"I'm often hard to get across" and "I'm down about half the time"—is *Crossword*.

The response was staggering. Blackwell received more than 25,000 sets of seven statement clues (Blackwell discards the weakest clue) from writers in all 50 states and a dozen countries. According to Blackwell, one contributor was a Pulitzer-prize winning author, and another, Anton Montalban Anderssen, who claims to have the highest IQ in the world, chose as his subject Marilyn Mack vos Savant, who purportedly has the highest IQ of any woman in the world. The average contributor sent in three or four sets of clues, but two sisters outdid everyone, submitting more than 800.

The strangest clues submitted were for the subject "addition in base five." "We decided to save that one for the advanced version," says Blackwell, who thinks the most difficult clues published were the ones for Attila the Hun (including "I died on my wedding night" and "Pope Leo talked me out of Rome").

The idea for creating a game never occurred to Blackwell, who has degrees in accounting and petroleum engineering, until he read an article about the success of *Pictionary*. "The basic idea came to me in 30 minutes," he says.

Mindgames, Blackwell's

company, has already put out the call for clues for the second edition of *Clever Endeavor*. This time, the stakes are raised to \$30 per seven statements.

As for other games Blackwell is planning, well, he won't give us a clue.

—Lois Alter Mark

TURKEY TO SPARE

This Thanksgiving Derrick Johnson will no doubt be trying to roll a turkey with a turkey. Back in 1981, Johnson was spending another listless night working in a grocery store in Newport Beach, California. So, to pass the time more pleasantly, he hit upon a sporting idea. Taking some frozen turkeys out of the freezer case, he rolled them down the store aisles, bowling-style, at a battery of "pins"—10 unopened plastic soda bottles. His notion caught on with the store's other employees, and a new game was born: Turkey bowling.

"It's the only sport," says Johnson, 30, "where you can throw a gutter ball with a Butterball."

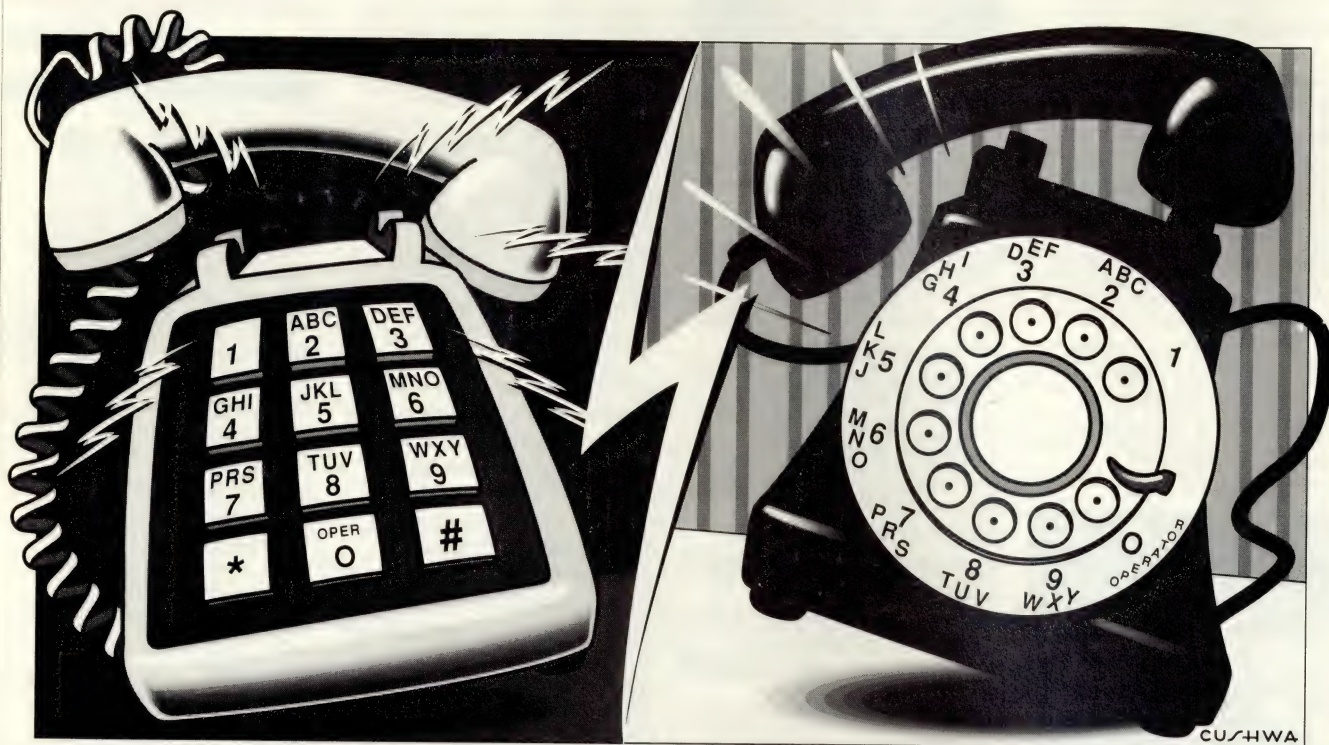
Unfortunately, not everyone has been so crazy about Johnson's concept. A month later, the grocery store where he worked fired him for his antics. And ever since, as he's tried to publicize turkey bowling, at least one turkey company has threatened to sue him for befowling their product's image.

—Michael Rozek



Johnson hopes to strike it rich with turkey bowling.

Dial Tone



Axelrod, Cedric, Egbert, Ichabod, Montague, and Vertigo own distinctive telephones, each with a personalized letter code. Their seven-letter codes, which key in their phone numbers according to the standard letter-to-number correspondence shown by the phones above, are made up of alternating consonants and vowels (or vowels and consonants) so that all are pronounceable but not necessarily meaningful. The colors of their telephones are burgundy, cerise, chartreuse, goldenrod, mauve, and pumpkin. Each of the six persons has either a pushbutton or dial phone on a wall, a table, or a floor—with no two in the same combination. Their last names are Artifax, Brickbrack, Furbalow, Gismow, Oddment and Ultrah; and they live in houses on a square, a circle, an oval, a quadrangle, a one-way street, and a five-way intersection.

Given that Axelrod and the others do not consider "Y" a vowel, your challenge is to use the following information to find each phone-owner's full name, dwelling place, phone number, personalized letter code, and the style, placement, and color of his telephone.

1. Each phone number is composed of seven different digits from two through nine.
2. No owner of a dial telephone ever attempts to make two consecutive calls.
3. Both Montague and the owner of the goldenrod phone use "S" as a code letter.
4. Upon being rudely awakened by Gismow's phone call one morning, Egbert knocked his phone off the bedside table as he groped for the receiver.
5. "A" is one of the last two letters of the code with the letter sequence "ULA."
6. One of the phone numbers sports an uninterrupted cluster of four, but not five, digits taken intact from the sequence 23456789.
7. One evening the owner of the pumpkin phone initiated successive over-the-phone chats with three friends—one of whom has a letter code ending "WIN," another of whom lives on a one-way street.
8. The phone with "R" as one of its last two code letters is not the only one that uses "R" as a code letter, nor is it the one in the house on the circle.

9. Each telephone letter code begins with the initials (first, then last) of its owner.
10. The number of the mauve telephone, which is affixed to a bedroom wall, ends with the digit 6.
11. Two phones use "X" as a code letter; one of them is in the house by the five-way intersection.
12. The letter code of the phone in the house on the oval includes the letter sequence "YUK."
13. One dull Thursday night Vertigo dragged his phone from under the rubble on the table and rang up first Oddment, then the friend with the chartreuse phone. When neither answered, he phoned and reached the person whose letter code ends in "L."
14. The letter "D" is used at least once as a code letter.
15. One dial telephone is cerise, another is attached to the kitchen wall in the house on the square, and yet another has a number with the digit sequence 432.
16. One very personalized telephone has the name of its owner's girl friend, "LIV," incorporated intact into its letter code.

ANSWER, PAGE 54

Guess Which One You Get Free With Your Trial Membership in the Young Model Builders Club?



All of Them!

Here's your chance to join the only hobby club of its kind: the YOUNG MODEL BUILDERS CLUB. As a member you can assemble dozens of challenging glue-together models — planes, military vehicles, race cars, exotic foreign cars, and more!

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- **Membership Certificate** to show you're an official club member.

Along with this big package, you'll get the Ford Mustang GT-350 for a 10-day examination.

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100

AND COUNTING!

In honor of our hundredth regular issue of *GAMES*, we are challenging readers to an especially tricky trivia test based on the number 100. On these two pages and this issue's cover are a total of 100 questions. (True, they're phrased without question marks, but we'll still call them "questions" in these rules.)

To enter the contest, figure out the answers to all the questions—or to as many as you can. On a piece of paper, write the numbers 1 through 100 in one or more columns; then, after each number, write the answer to the question that has that number. Send this answer list, together with your name and address, to: 100 and Counting! Contest, *GAMES* Magazine, 810 Seventh Avenue, New York, NY 10019. You may enter more than once, but each entry must be mailed separately. Entries must be received by December 1, 1989.

IMPORTANT: The answer to each question must be written as a whole number, which must be not less than 1 and not greater than 100. Where necessary, quantities should be rounded off to the nearest integer; except that a person's age, when called for, is its ordinary meaning (the number of full years that person has lived). We think that each question has a different answer, so that every possible answer from 1 through 100 has been represented once—but since it's our experience that sources of information can vary, we can't promise that we won't end up accepting more than one answer on certain questions.

The winner will be the person who sends in the entry with the most correct answers. Ties will be broken by random draw.

—Henry Hook and Wayne Schmittberger

PHOTO CREDITS Question 1: Globe Photos; 4: © Adam Scull / Rangefinders / Globe Photos; 21: Ralph Dominguez / Globe Photos; 50: Marc S. Levine; 95: Culver Pictures

The Questions

(See cover for questions 1 - 5)

6. Number that is part of this logo



7. Last two digits of the ZIP code of the Russian Embassy in Washington, DC

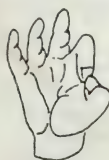
8. The nursery rhyme answer to "How many miles is it to Babylon?"

9. Highest attainable score in a game of tenpin bowling if the bowler fails to get any strikes or spares

10. Number of the question whose answer is half its question number

11. Times the letter E occurs in the text of the Pledge of Allegiance

12. Meaning of this sign in American Sign Language



13. Minutes by which the first manned space flight to exceed 24 hours exceeded 24 hours

14. Difference in value between the largest and smallest four-"digit" Roman numerals that consist of all the "digits" I, L, V, and X

15. Last two digits of the 21st century year in the title of the arcade game Robotron

16. U.S. Constitutional amendments adopted so far

17. Number of the Kentucky Derby won by Decidedly

18. Number that usually precedes "skidoo"

19. Number of letters you could mail in 1889 for the same amount of postage needed to mail eight first-class letters today

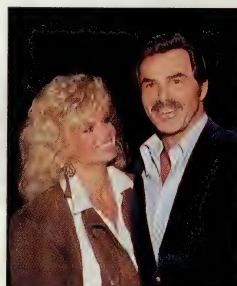
20. Crossword clue number answered by NEUTER in this issue

21. Burt Reynolds' age when he married Loni Anderson

22. Number that, when written twice, forms a four-digit number that is one more than a perfect square

23. Psalm that includes the line "Praise the Lord with harp"

24. To the nearest integer, the rent on Marvin Gardens with four houses, divided by the rent



on Marvin Gardens with no houses, if the renter owns all the yellow properties

25. Largest sum of three numbers appearing consecutively around the perimeter of a standard dartboard

26. Syllables spoken by someone reciting the English alphabet

27. Full days in 5 million seconds

28. Usual number of syllables in a haiku

29. Square mile area of the British Virgin Islands

30. First two digits of all Social Security numbers issued in Guam

31. Car number in the title of a 60s sitcom about Officers Toody and Muldoon

32. President Bush's age

33. Base 10 number that is written as 1000 in base 3

34. States admitted to the Union prior to the state whose rank in area is now the same as the answer to question 70

35. If A = 1, B = 2, ..., Z = 26, half the sum of the letters in the word "CRYPTOGRAM"

36. U.S. Vice Presidents before Dan Quayle

37. Acreage of the Denver Zoo

38. Length, in minutes, of the Disney cartoon feature film *Dumbo*

39. Largest two-digit perfect square

40. Interstate highway that, over the Hudson and Potomac Rivers, crosses bridges named for the two Presidents whose last names started with W

41. Fluid-ounce capacity of a standard No. 3 can

42. Percentage of purity in 18-karat gold

43. B.C. year in which Julius Caesar was assassinated

44. Furlongs in 10 statute miles

45. Electoral votes received by John Quincy Adams when Andrew Jackson received 178

46. Number whose English name becomes a synonym for "dry" if an S is inserted somewhere in the name

47. Number of different four-player teams that



can be formed from a group of seven potential players

48. Total number of points scored by the losing teams in the first 10 Super Bowls

49. Presidential vetoes cast by U.S. Grant

50. Number on this uniform (at right)

51. Agent Maxwell Smart's number on the sitcom *Get Smart*

52. Cards in a deck used to play Kluberjass

53. May 1917 date on which opposing pitchers in a major league game both threw no-hitters for nine full innings



a

54. ASCII decimal code for a lower-case letter "a"

55. According to Hans Christian Andersen's tale, the age at which the Little Mermaid was permitted to rise up out of the sea

56. In thousands of dollars, the annual salary of New Mexico's governor

57. "Steps" in the title of an Alfred Hitchcock film starring Robert Donat and Madeleine Carroll

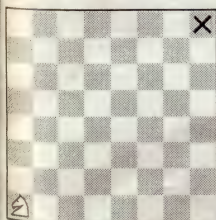
58. Nonpalindromic, two-digit odd number that reads the same right-side up and upside-down

59. Aetna Life's 8/8/89 NYSE closing price, in dollars per share

60. If A and B together can dig a hole in $\frac{3}{4}$ hour, A and C together can do it in 1 hour, and B and C together can do it in $1\frac{1}{2}$ hours, the number of minutes it would take A, B, and C together to do it

61. Maximum point value of a cribbage crib

62. In the 1988 Presidential election, the number of states carried by Michael Dukakis



63. According to Beaufort's wind scale, the minimum miles per hour of a hurricane

64. Minimum number of moves needed to get a knight from one corner of a chessboard to the diagonally opposite corner

65. Square root of the sum of the cubes of the first 10 positive integers

66. At room temperature, pounds that a cubic foot of pure water weighs at sea level

67. The B vitamin also known as cobalamin

68. The number of gables in the title of one of Sir Arthur Conan Doyle's Sherlock Holmes stories

69. In an English-language Scrabble set, the total face value of all Gs, As, Ms, Es, and Ss

70. Number of the U.S. President whose First Lady's maiden name is the last name of the U.S. President whose number is this number reversed

71. As per rodeo rules, the number of seconds a cowboy must remain "aboard" in a bronco-riding event

72. Highest integral value for n for which 2^n has fewer than seven digits

73. Whole feet jumped by Jackie Joyner-Kersey in her best official 1988 Olympic long jump

74. The area code of Springfield, Illinois, plus the area code of Springfield, Massachusetts, minus the area code of Springfield, Michigan

75. Maximum number of "answers" used in one telecast of *Jeopardy!*



76. Number missing from the sign at left

77. *Dream Songs* in the title of a 1965 Pulitzer-Prize winning work

78. In Old English, *præo-tiæne*

79. Abraham Lincoln's age when Lee surrendered at Appomattox

80. Strings of a standard piano, minus strings of a string quartet

81. Height of a woman, in feet, in the title of a 1958 sci-fi film

82. Average of the first two numbers spoken in the film *The Empire Strikes Back*

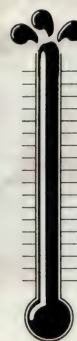
83. Sum of each row, column, or main diagonal in a magic square composed of all the integers from 17 through 32

84. Longitude, in degrees West, of Wawa, Ontario

85. Sum of a and b, where a and b are whole numbers, $a > b$, $ab = 360$, and $a - b$ is as small as possible

86. Prior to Ronald Reagan's administration, the number of people who were appointed to the

U.S. Supreme Court in the 20th Century



87. Degrees the temperature rose in Spearfish, South Dakota, between 7:30 AM and 7:32 AM, on January 22, 1943

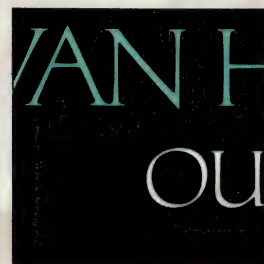
88. Where Johann Sebastian Bach ranked in Michael H. Hart's *The 100: A Ranking of the Most Influential Persons in History*

89. Members in Puerto Rico's House of Representatives

90. If a correctly set standard 12-hour clock loses 12^3 seconds per day, the number of days after which it will once again show the correct time

91. In a standard deck of 52 cards, the number of times each suit symbol can be seen, excluding any that may appear in garments of face cards

92. Sum of the three digits ending the title of this album



93. Vertices on a pentagonal hexecontahedron

94. Atomic number of the element whose name can be programmed into the three words missing from the line, "Stuck ___ his thumb and pulled ___ a ___"

95. Number that completes this verse from a Lewis Carroll puzzle:

"Yet what are all such gaities to me
Whose thoughts are full of indices and surds?"

$$x^2 + 7x + \underline{\hspace{1cm}} \\ = \frac{1}{3}.$$

96. Possible spaces for letters on the *Wheel of Fortune* puzzle board

97. Smallest prime factor of the number 1,494,024,274,334,677,948,834,318,992,767

98. In inches, the length of the diagonal of a cube whose side equals the altitude of an equilateral triangle whose side equals the perimeter of a hexagon inscribed in a circle whose radius is 11 inches

99. The question that would come first if questions were arranged alphabetically according to their first word

100. Questions in this contest whose answers match their question numbers

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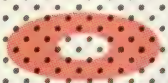
LICENSE TO THRILL

In late spring a couple of years ago, a commercial airliner was on its way across the English channel. The flight was uneventful until an unexpected blip—directly in the flight path of the plane—appeared on the radar screen. Peering out the window, the startled pilot identified the unknown flying intruder and reported to British civil aviation authorities that he was being forced to alter his course at 10,000 feet to avoid a collision with a giant inflatable kangaroo. The airborne marsupial was held aloft by five helium balloons and piloted, from its pouch, by one David Kirke, of Oxford, England.

When Kirke landed his craft on the British coast, successfully completing the first cross-Channel flight in a kangaroo, he was immediately apprehended and later fined. In court he claimed he didn't realize he needed a pilot's license.

For Kirke, the 43-year-old chairman and guiding light of the Dangerous Sports Club, it was just "business as usual," a phrase he often employs to describe, with a certain cultivated insouciance, the exploits his band of British thrill-seekers have undertaken since the DSC's founding in late 1977. "Business as usual" for the DSC includes hang-gliding off Mount Kilimanjaro, skiing an expert Alpine slope on everything from a grand piano to a double-decker bus, jumping off suspension bridges attached to rubber ropes, and being hurled 40 feet in the air by catapults. In a world grown increasingly cautious, the DSC exuberantly embodies the spirit of adventure with imagination, humor, and generous amounts of champagne.

While many of the club members are scuba divers, waterskiers, or mountain climbers looking for new kicks, athletic ability has never been a prerequisite for membership. The understandable notion that only superhumans with nerves of steel would routinely place themselves in harm's way is shat-

**nly mad dogs and
Englishmen go out in the
midday sun. And only a
few select Englishmen are
looney enough to perform
the daredevil feats of The
Dangerous Sports Club.**

By Andrea Messina

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But in the stocky, gray-bearded Kirke there lurks the daredevil spirit of an Indiana Jones. He was an occasional lecturer at Oxford in the mid-70s, when he and a few like-minded adventurers who'd already dabbled in hang gliding and mountain

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Chapman was talked into.

Would-be members are supposed to take part in three events, but the club tends to be lax about most rules. Parachuting from a very low height is one way to weed out the "coffee-bar cowboys" who lose their nerve at the last minute. "You have to react very quickly," says Kirke. "The chute opens and you're on the ground almost before you know what's happening. Terrific fun, very exhilarating, and thoroughly illegal," he chuckles. "But the sort of guy who enjoys that is the sort of guy


who's likely to be useful to . . ." And guy pretty much describes the typical club member, although women by no means discouraged, and a few have participated in outings.

Even if little skill is necessary, Kirke says, "A sense of balance helps, and a sense of humor is absolutely essential." It has to be. Arrests and fines have been an integral element of DSC activities since the club's first public appearance bungee jumping off the Clifton Bridge in Bristol on April Fool's Day 1979.

Bungee jumping has been one of the club's most famous exploits. This nerve-shattering lark was inspired by the inhabitants of Pentecost, an island in the South Pacific, who tie the springy vines of the lignum vitae tree to their ankles and then dive headfirst from the tree to bounce and dangle sickeningly close to the ground. Lacking

airfare to the island, the club improvised with heavy-duty elastic cords—the kind that stop jet fighters landing on aircraft carriers—and the 240-foot Clifton suspension bridge. A couple of research scientists in the group roughly calculated how long the 120-foot cords would stretch and how close the jumpers would come to the water. To test the bungee, they simply tied a heavy weight to one end, attached the other to a fire escape, and dropped the


DAVID KIRKE



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of chicken salad and champagne on the lip of the smoldering volcano.

A penchant for formal attire, bubbly instead of Gatorade, and membership that includes such hyphenated-surname notables as a member of Parliament, a son of the chairman of the Bank of England, and a lord who claims kinship to Queen Elizabeth, have led the British press to label the average DSC member as a cross between Sir Edmund Hillary and Bertie Wooster, the upper-class twit from the pen of P.G. Wodehouse. This portrayal is not quite accurate—also on the rolls are a farmer or two, a welder, a motorcycle mechanic, and an ex-con—but given the expense of most club outings,



Upward mobility: Crane-catapulting DSC members turn themselves into human sling-shots.

the pursuit of thrills and has been an active member of the DSC ever since.

Rather than pedigree, physique, or psychosis, what distinguishes the members of the DSC is the yen they share for challenges that transcend those of traditional sports. So they invent uniquely treacherous activities, or combine two dangerous sports, like the mountain-climbing/hang-gliding jaunt

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But in the stocky, gray-bearded Kirke there lurks the daredevil spirit of an Indiana Jones. He was an occasional lecturer at Oxford in the mid-70s, when he and a few like-minded adventurers who'd already dabbled in hang gliding and mountain climbing dreamed up both the Dangerous Sports Club and the group's first official outing in October 1977: a champagne breakfast for six atop Britain's tiniest island, the 63-foot-high Rockall off the Scottish coast, followed by an invigorating leap into the frigid sea below.

The following year, a volcano on the Caribbean island of Guadeloupe conveniently erupted, and the club promptly arrived to have a look. To gain access to the summit, the DSC told local officials they were a team of British seismologists; once on top, they donned what were to become their regulation uniforms of top hats and tails and sat down to a luncheon of chicken salad and champagne on the lip of the smoldering volcano.

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When DSC-ers aren't flying this helium-filled kangaroo across the English Channel, they might be bungee-jumping off places like the Clifton Bridge.



weight. "The bungee held and the fire escape very nearly didn't, and that was about it for the technical preparations," says Tim Hunt, brother of race car driver James Hunt and one of the four inaugural jumpers.

Smuggled under blankets in a car driven by assistants to avoid alerting the police, the quartet of jumpers in top hats and tuxedos, already attached to their ropes, arrived early at the bridge and quickly tied themselves to it. "We'd always said we'd jump simultaneously," remembers Kirke, "and I rather naively believed it, so I climbed over the railing and jumped, only to be told later that the other three had stayed up and watched to see what would happen to me."

When it became clear that Kirke was not only alive but enjoying himself immensely, the others pushed off. "I was terrified," says Hunt. "The initial fall is the tricky bit. Once you've bottomed out and you're on your way up, it's sheer joy all the way. The best part is when you get back up to the top of your first bounce and for a split second you're weightless—and your stomach is traveling on a bit farther. It's an amazing feeling."

After the assistants hauled them up, the jumpers were arrested, jailed briefly, and fined for a breach of the peace.

To partially pay for the equipment, the DSC had given an exclusive to one of the British daily tabloids. "The first thing I woke up to when I got out of jail," says Kirke, "was a large picture in the *Daily Mail* with the caption 'Lecturer Jumps Off Bridge.'"

Over the years, fines for trespassing, disorderly behavior, and lack of permit have become so commonplace that the DSC automatically figures them into

After bungee jumping the Royal Gorge Bridge, Kirke dangled helplessly 900 feet below for three hours.

the cost of an expedition. One of the few times they haven't been nabbed for bungee jumping was their most spectacular, off one of the world's highest suspension bridges, the 1,053-foot high Royal Gorge Bridge in Colorado, in the early 1980s.

Over 800 feet wide at the top and narrowing to just 60 feet near the base, the Royal Gorge presented something of a challenge. Eager to touch the bottom, Kirke ordered a 415-foot bungee, although he was warned that the speed of his descent might make him pass out. Two other jumpers, Tim Hunt and

Alan Weston, a computer expert who has handled many of the technical details for club events, settled on 240-foot cords. The final two jumpers used standard 120-foot cords.

To Kirke's disappointment, he wasn't able to touch bottom, nor did he pass out. He did, however, dangle 900 feet below the bridge in the cold March wind for the three hours it took to pull him up. After a segment about the jump aired on *That's Incredible!*, several movie stuntmen wrote to congratulate the DSC on its bold feat. Coming from true professionals, says Hunt, it was the greatest compliment they've ever received.

Each DSC expedition is expensive: Money is spent on equipment, airfare, ground transport, meals, the inevitable fines, and, of course, champagne. Commercial sponsorship provides partial funding. The Channel-crossing kangaroo bore a Foster's Lager logo, and the Midori liqueur company commissioned the club to create the world's largest manned bubble, a transparent green plastic ball, 65 feet in diameter, to salute Midori's most famous drink, the Melonball. The DSC plans to break the record for the largest inflatable object ever to sail the Channel, two failed attempts (once the ball collapsed and once it exploded) notwithstanding.

Club members, about 50 all told, pay annual dues of approximately \$80 each, mostly to cover the costs of administration, which Kirke tackles at the club's current headquarters in a converted World War II munitions warehouse in Shropshire, about three hours northwest of London. Strewn about the cavernous interior of the hangarlike building are the flotsam and jetsam of club expeditions: a carousel horse, a biplane, various inflatables including a pink elephant named Nellie, motorcycles, bicycles, a sailboat, books of newspaper clippings, boxes of photographs, and a gorilla suit worn most prominently by a DSC member when he flew around the Houses of Parliament in a motorized hang-glider. Much of the other equipment is from the DSC's Surreal Ski Races in Saint-Moritz, Switzerland, held in the early and mid-80s.

The club rules for the ski race down the 500-meter-or-so run decree that participants must negotiate the course with something between them and their skis, making a controlled descent impossible. A dizzying array of vehicles have been pressed into service. Two members zipped down seated at a grand piano; one reclined atop an inflatable doll on a sofa; another, clad only in swimming trunks, sailed down on a miniature desert island; and Kirke went down in a bathtub.

A DSC member goes down the St. Moritz slope in, appropriately enough, a wheelchair. Another member hang-glides over Mt. Kilimanjaro.



Other devices have included an eight-man rowing shell, complete with oars; an ironing board; a bed, a super-market cart; and a steel operating table under a skier in full surgical gear. Graham Chapman's formal initiation into the club, after the abortive assault on the Andes, was aboard a 15-foot Venetian gondola, seated behind the club mascot, Eric the mannequin. "It's quite an interesting moment when you realize you've committed yourself to going through with it," Chapman says laconically. "But being scared is an important part of it. Unless you're scared, you don't get anything out of it." He and Eric crashed well shy of the finish line, as did about 80 percent of the skiers. The mascot ended up in several pieces, but Chapman merely had the wind knocked out of him. "I was elated for two weeks afterward. It was the biggest buzz of my life."

Since then he's received an even greater buzz—from crane-catapulting. In this reverse bungee-jump on land,

one end of the bungee is attached to the tip of a 150-foot crane, the other end to the catapultee. He is held down under a half-ton of tension, then released to shoot skyward with an acceleration of five G's, careen back earthward, and bounce up and down some more.

The DSC has performed crane catapults several times at country fairs, once with disastrous results, their only serious injury. It seems one reckless jumper insisted on lengthening his bungee cord to get closer to the ground, despite warnings from other members. On the first bounce, he smashed into the ground, broke his hip and a bone in his neck which, Kirke says ghoulishly, "you normally only break if you're hung by the neck until dead." The injured party eventually recovered and is now building a racing car. And no doubt he's still proudly wearing the official club tie, which bears the DSC's insignia: a little man in a wheelchair.

Now fairly well-known in Britain, the DSC has branched out. They did a two-hour documentary for Japanese TV earlier this year, which captures them enjoying a tea party atop a hot air balloon in Spain, sky surfing with a plane towing their boards, careening down waterfalls in a double bed, and flinging themselves out of a military

catapult off the Cliffs of Mohar in Ireland.

For the DSC, there are new worlds to conquer. An as yet unrealized activity involves flying a paratrike, a motorized parachute, under the Tower Bridge ("It would make a lovely photograph," muses Kirke), but the fines would be prohibitive. Also perpetually on the drawing board is a plan to fly a helium-filled Pegasus-shaped balloon across the Atlantic, a sort of one-upping of Virgin Atlantic chairman Richard Branson's balloon flight across the ocean several years ago.

And worldwide film stardom may be next on the agenda for the DSC. Chapman and Kirke are working on the screenplay for an action-packed feature film set in South America. The club is cagey about revealing the plot, but they promise exciting sequences with all stunts performed free by DSC members. A possible climax to the film is a 140,000-foot parachute jump from outer space, surpassing the speed of sound in freefall. To keep the blood from boiling, a pressurized suit must be worn, with a temperature control so the jumper doesn't freeze in space or burn up on reentry into the earth's atmosphere.

Apparently, the sky isn't the limit for the daring young men of the Dangerous Sports Club.

Andrea Messina is a free-lance writer who lives in New York City. The most dangerous thing she's ever done is clean out the back of her refrigerator.

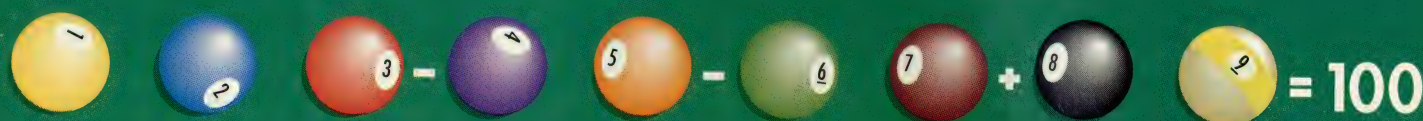
BEHIND THE EIGHT BALL ★★★

Sharpen your pencil and chalk up your cue stick for these mathematical billiard ball puzzles.

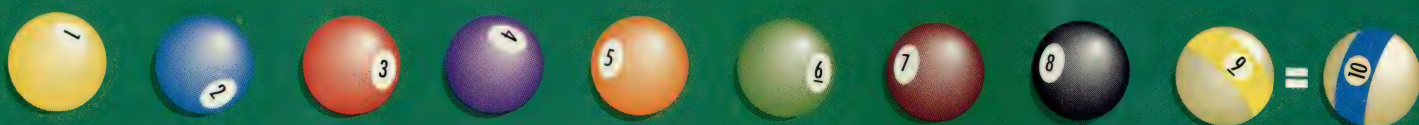
BY MARTIN GARDNER

When we asked Martin Gardner, former "Mathematical Games" columnist for *Scientific American*, to come up with some puzzles for our 100th issue, he "scratched" his head, "racked" his brain, and gave us

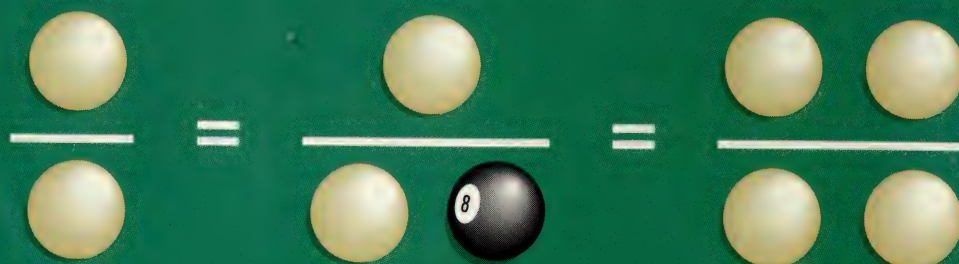
these six toughies. If you get stuck on any of them, don't worry—we don't play dirty pool—the answers can be found on page 54.



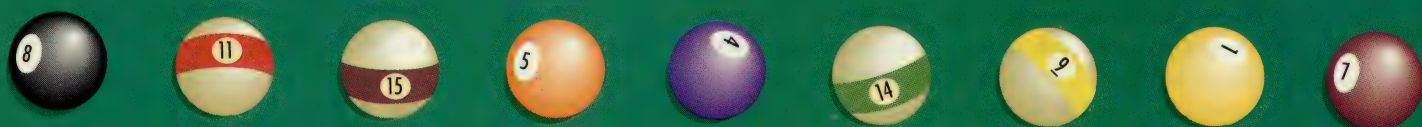
1. In the line of balls above, three plus or minus signs have been placed to form a correct equation, namely $123 - 45 - 67 + 89 = 100$. Can you place *four* signs—again using only plusses and minuses—between the balls below to make another correct equation?



2. Place the pool balls one through nine in the arrangement below to make three equal fractions. The eight ball has been placed for you.



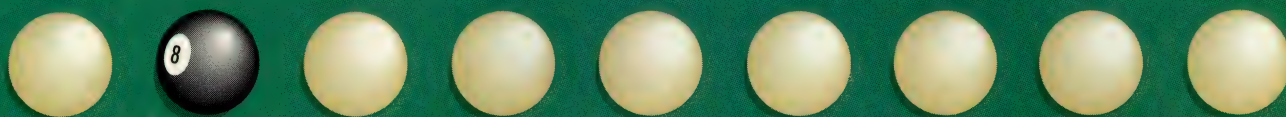
3. What is the basis for the arrangement of the balls across the bottom of these two pages?



4. Place the pool balls one through nine plus the cue ball (which stands for zero), in the arrangement at right to make the equation true. The eight ball has been placed for you.

$$\frac{\text{5 white balls}}{\text{5 white balls, 2nd is 8-ball}} = \frac{1}{7}$$

5. Place the pool balls one through nine in the arrangement below so that the following is true: The first ball is divisible by one, the two-digit number formed by the first two balls is divisible by two, the three-digit number formed by the first three balls is divisible by three, and so on up to the entire nine-digit number being divisible by nine. The eight ball has been placed for you.



6. Place the pool balls one through nine in the arrangement below to make two valid multiplications. In both cases, the eight ball has been placed for you.

$$\begin{array}{r} \text{4 white balls} \\ \times \\ \hline \text{white, 8-ball, white, white} \end{array}$$

$$\begin{array}{r} \text{3 white, 8-ball} \\ \times \\ \hline \text{4 white balls} \end{array}$$



GAMES Contributing Editor
Martin Gardner can beat
Minnesota Fats in a game of nim.

Whatchamacallits

☆☆

T

hingamabob, gizmo, doodad. These names won't help you score in this quiz. Nor will dingus or widget. No...you're going to have to come up with the *actual* names of some everyday objects. Choose each doohickey's correct name from the three choices offered below its picture and description.

ANSWERS, PAGE 53

1



The frames in which the glass panes of a window are set

- A. mullians
- B. muntins
- C. borks

2



The open-sided box a book is kept in

- A. biblios
- B. mini-house
- C. forel

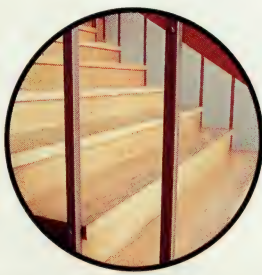
3



What a phone's headset (the thing you pick up and talk into) rests on

- A. cradle
- B. nest
- C. telecouch

4



The part of the stairway you step on

- A. tread
- B. riser
- C. footstep

5



The magazine subscription cards that always fall on the floor when you open the magazine

- A. blow-ins
- B. cardiacs
- C. drop-cards

6



The loop on the front part of a belt, which secures the tip of the belt

- A. blatz
- B. tongue biter
- C. keeper

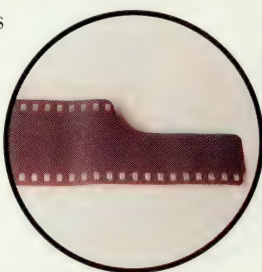
7



The little metal band around a pencil, right below the eraser

- A. ferrule
- B. squeezer
- C. circumflex

8



The very beginning of a roll of film that feeds first into the sprockets

- A. follower
- B. leader
- C. grabber

9



The plastic or metal tip of a shoelace

- A. aglet
- B. agular
- C. aginwit

PHOTOGRAPHS BY KEITH GLASGOW

10



The part of the eyeglass frame on the side of the head, extending from the front to the endpiece

- A. rail
- B. skull temple
- C. side bar

11



The front of an office desk that extends down toward the floor

- A. modesty panel
- B. knee blind
- C. anti-peeper

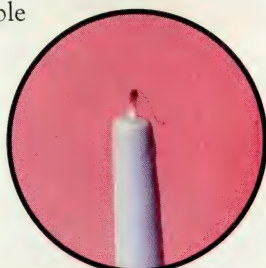
12



The short, flexible part of a power cord that's closest to the appliance

- A. safety pull
- B. strain relief
- C. yank piece

13



A charred, partly consumed candlewick

- A. sniff
- B. snuff
- C. snurf

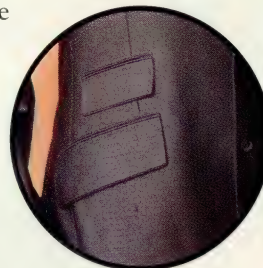
14



The two slots on either side of the front of a clothes iron

- A. cuff slash
- B. button nook
- C. collar cut

15



The top pocket on a man's suit jacket with two pockets on one side

- A. conductor's pocket
- B. change pocket
- C. ticket pocket

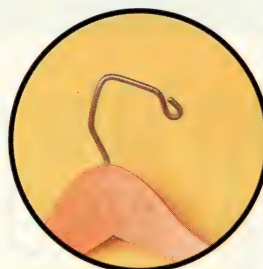
16



In a piercing-type can opener, the little metal flange that extends from the handle to below the triangular puncher

- A. can nib
- B. lance-form
- C. fulcrum

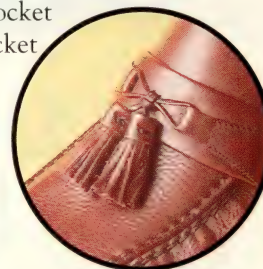
17



The small, curved end on a suit hanger that forms a letter "C"

- A. turnback
- B. switchback
- C. peacock's eye

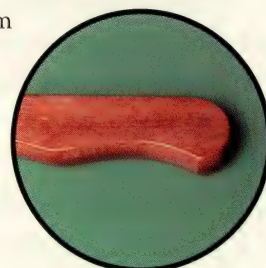
18



The leather fringes at the end of the shoelace on a tasseled loafer

- A. kiltie
- B. surry
- C. prepsy

19



The pointy, curved end of the handle of a chef's knife

- A. tang
- B. slub
- C. neb

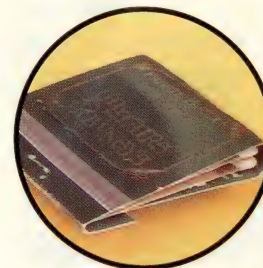
20



The rounded, top portion of a key

- A. tooth
- B. gum
- C. bow

21



On a matchbook, the abrasive surface a match is struck on

- A. drag strip
- B. igniter
- C. friction strip



INTRODUCING THE COMPUTER AGE. (FOR AGES 9 AND UP)

These days a student can't go very far without knowing how to use a computer.

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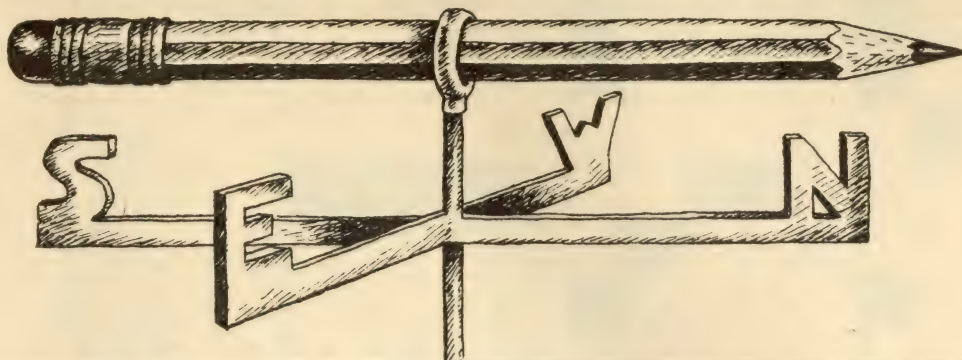
Whether a 4th grader or an 8th grader, PreComputer 1000 will challenge and stimulate an active mind with four levels of difficulty in history, geography, science and general facts. And, it features word games that can be played with one or two players.

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VTECH VIDEO TECHNOLOGY
Turn On A Mind.

PENCILWISE



SPIDER'S WEB ★★

BY WILL SHORTZ

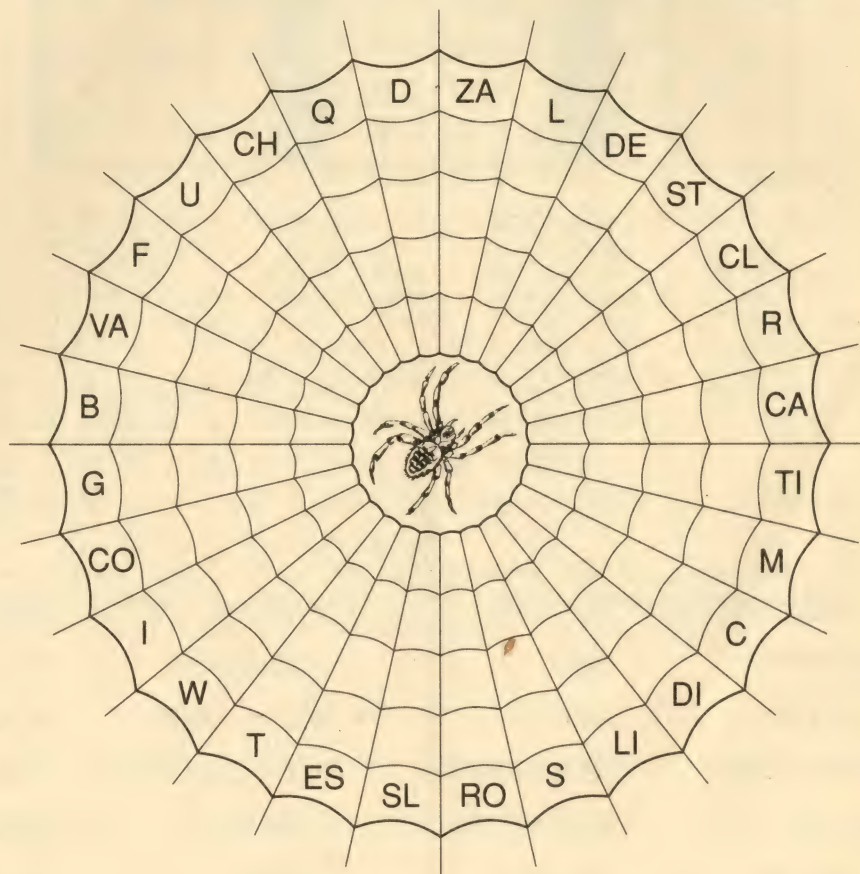
Each clue in this puzzle has had the letters to the answer removed in order. Thus, in #1, the letters C-R-A-W-L are missing from the phrase "Creep along slowly." Replace the letters to discover—and define—the answer. Each answer is to be written in the spider's web from the outer ring inward, beginning

at the appropriate letter or letters and continuing one letter per space. The clues are given in random order and are numbered for convenience only. When the puzzle is done, the letters in two of the rings, reading clockwise, will spell a quotation from Shakespeare's *Henry VI*.

ANSWER, PAGE 53

CLUES

1. __eeep __long slo__y
2. ___dira Gan_h_'s l_nd
3. __eeble __nd d_sta__
4. Exclama__on fro__
lum__jacks
5. St_a__ht; f_xe__
6. Produ_t__f plan_a_i__s
7. Pe_s__nnel regi____
8. __urchg_ing s_nge__
9. Ca__lly "l_y Leagu__"
10. Fa_sif____
11. __i__teen l_ss t_n
12. Peop_e w_th Octo_er
bi_thd_y_?
13. __ain; pr__ure
14. U_ly __orror m_vie reg__ar
15. __io_d__ign, perhap__
16. Ja_es B_nd p__tray_r
17. Tran__l; sil_n__
18. D_cea_ed's __ot_l proper_i_s
19. Tra_elers sm__l_sh __uitcas__
20. __lgary a_d Newfoundl_n's
loc_tion
21. Mo_t wi__, lik__alone?



22. Re_uced-calor__ea__
23. T_inkly m_gicia's ro__
24. __enches; gr____
25. Tro_le f_r __lled freigh_ers
26. __ire/_ozam__que __butment
27. __uty'_ coun_erpart
28. Reme_i_s__ad comp_ter
pro_ram__

A Halloween Word Search

If you dare not venture out of your house this Halloween, perhaps this word search will tide you over till dawn. The 42 words in the list are hidden in the jack-o'-lantern horizontally, vertically, and diagonally, but always in a straight line. Can you scare up all of the answers?

ANSWER, PAGE 55

T A S
 S R P
 E L I
 L V H O T L U D C S B E S
 W H A E H S R P E E I K N R M E N
 H M O T N A H P A R O V O S O E L
 I V P E T O S D Y A A W R N D R K O O P S
 D I I A M C E R D R A E A Y R E T E M E C
 N R O C N A I D N I O I B N R E H A R L S U N
 H E S K T R E D H O F U D G S E S T E E T H R
 A O C U E G H R G Y N E T H E A T I O
 E L A A C I P N E T R N O T O C D
 I L O R O R S N T G H C I W E R E W O L F M E W H N K
 B O O Y A R I M H L A E B S S P I T H A B N T E O M S
 M W Y O N K T T H N I L B O G B O H N S E I R R N E R
 O E R M P A E N D D S G O L I D E T A W T O B O R I
 Z E T M M N H Y F E E T B T H A T O M R L A K S R E N
 O N U S I U C O E S U O H D E T N U A H E O U E D N E
 D P U N O O M T S E V R A H P E O N T H E B K H L M F
 A G L R O O O C U R
 R L N S F T A R
 T O I M G A P S I C J
 Y O E V M E E H S N A B B Y F U L L M O O N W H O
 E V E S W O L L A H L L A B N R O C P O P
 E D N S R Y E T A R I P W A D S W
 O T R T H S P I R I T L O
 N G F E L L Y O W

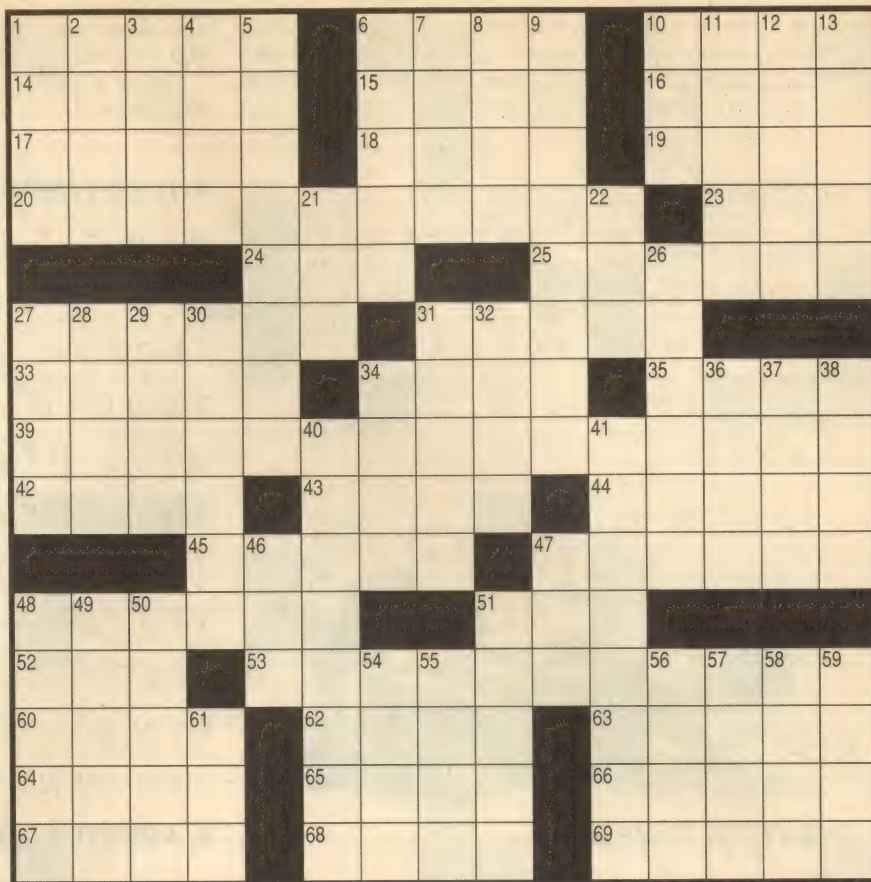
ALL HALLOWS' EVE	COSTUME	HAYRIDE	PHANTOM	SPIRIT
BANSHEE	DEVIL	HOBGOBLIN	PIRATE	SPOOK
BLACK CAT	FAIRY	INDIAN CORN	POPCORN BALL	TOMBSTONE
BOBBING FOR	FRIGHTENING	JACK-O'-LANTERN	PUMPKIN	"TRICK OR
APPLES	FULL MOON	MONSTER	ROBOT	TREAT!"
BROOMSTICK	GHOST	MUMMY	SCARECROW	VAMPIRE
CANDY CORN	HALLOWEEN PARTY	OCTOBER THIRTY-	SCARY	WEREWOLF
CAULDRON	HARVEST MOON	FIRST	SKELETON	WITCHES' BREW
CEMETERY	HAUNTED HOUSE	ORANGE	SPIDERWEB	ZOMBIE

ACROSS

- 1 Burial chambers
- 6 Highest point
- 10 Gorillas and chimps
- 14 "Not on ___!" ("Never!"): 2 wds.
- 15 Jump
- 16 Curbside cry
- 17 Huey, Dewey, and ___
- 18 "___ Want for Christmas": 2 wds.
- 19 Like Satan
- 20 University of Alabama nickname: 2 wds.
- 23 Building addition
- 24 Classified newspaper items
- 25 Dodges, as the draft
- 27 Ill-tempered women
- 31 Monopoly and Pictionary, e.g.
- 33 Linen fabric
- 34 Sandwich shop
- 35 "Good night" tune, in the Army
- 39 The first Sherlock Holmes story: 4 wds.
- 42 Item on a rosary
- 43 Chorus voice
- 44 Money, in slang
- 45 Noblemen
- 47 One who samples for quality
- 48 Bicycle built for two
- 51 The "O" in Cheerios
- 52 Be in hock
- 53 1967 Rolling Stones #1 hit: 2 wds.
- 60 Settled the bill
- 62 Pillage a village
- 63 Useful
- 64 "Alice's Restaurant" singer Guthrie
- 65 Narc's unit of weight
- 66 Bolero composer
- 67 Pizzazz
- 68 Fraternal club
- 69 Pittsburgh product

DOWN

- 1 Powder for a baby
- 2 Smell
- 3 Hawaiian island
- 4 Part of a hat
- 5 Played on a teeter-totter
- 6 Actors Alda and Arkin
- 7 Irishman or Welshman
- 8 Timbuktu's country
- 9 Sudden outbreak, as of a disease
- 10 Gobbled up
- 11 Made a road
- 12 Banish
- 13 Window ledges
- 21 Takes too many drugs, for short
- 22 New Year's ___
- 26 Houston baseball team
- 27 Stick it to, as with a sword
- 28 Garden waterer
- 29 *West Side Story* star Moreno
- 30 Avoided capture
- 31 Ladies' partners, for short
- 32 Too
- 34 Kind of pickle
- 36 "Thanks ___!": 2 wds.
- 37 One-time soccer great
- 38 Sirius, for one
- 40 Jewish skullcap
- 41 All Olympians, formerly
- 46 ___ Lingus (Irish airline)
- 47 Letter after sigma
- 48 November's birthstone
- 49 In the know
- 50 Armstrong and Simon
- 51 Director Preminger and namesakes
- 54 Prepare water for tea
- 55 The yellow of an egg
- 56 E.R.A. or R.B.I., e.g.
- 57 Feat for Greg Louganis
- 58 Sheltered, at sea
- 59 Scream
- 61 Finish an "i" or "j"



ANSWER, PAGE 54

RETURN ENGAGEMENT ★

BY ANDREA CARLA MICHAELS

You'll have to do some reverse thinking to solve this quiz. The answer to each clue below is a word containing BACK. For example, the clue "Courage or determination" would

lead to the word BACKBONE, while "Contractor's payoff" would be KICKBACK. If you suffer any setbacks with the clues below, you'll find all the answers, as usual, in the back.

ANSWERS, PAGE 54

1. Soft-covered book _____
2. Kid's ride on Dad _____
3. Type of tennis stroke _____
4. Dollar bill _____
5. Quasimodo was one _____
6. Classic game using dice _____
7. Movie scene set earlier than the rest _____
8. He calls the football plays _____
9. Strong negative reaction to a policy _____
10. Car whose rear swings up _____
11. Go awry, as a plan _____
12. Arkansas football player _____
13. Whale type _____
14. Sparsely settled region of Australia _____

Below are seven messages—consisting of pithy sayings, fascinating facts, and a cartoon gag—that have been translated into simple cipher alphabets. Letter substitutions remain constant throughout any one cipher, but change from

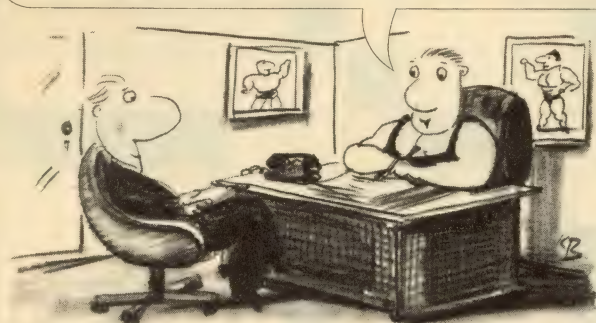
one cipher to the next, and the level of difficulty increases as you progress. An asterisk (*) indicates a proper noun or title.

Clues are given at the bottom of the page to provide assistance if you need it.

ANSWERS, PAGE 53

1. CRYPTOON

BSH BG CPH JHSHGFCU
BG VBFSSFX BML PHIOCP
YOMJ FU *CPMLUAIE
"IOO EBM YIS HIC LFJU
SFXPC."



2. CREATURE COMFORTS

GAL KTN YOW JVLOGLK
LWFLJEOCCI DTV
JAECKVLS. AL EW GAL
NTK TD DVTCEJ. — *ALSVI
*YOVK *PLLJALV.

3. ¿QUE PASA?

YOLNP UIULEPT BE "DNC" -
XLOPBTBEY: PWL *MWLXR
*EIXN TIVC FIIOVR BE
*TFNEBTW - TFLNJBey
MIQEPOBLT, AWLOL "EI
XN" ULNET "CILTE' P YI."

4. IT'S A TWISTER

NCW GJVSGCV PRWNJTZ
JPLJ " *JEPAC, JGFF
JEPZGJ JTTC." *JEPAC
ZGUFGNGJ, "JXZG—VEPV'J
GPJL HTZ LTX VT JPL."

5. OOH, BABY BABY

JZYJXWPUC ISWRJF RSV
YFJUSWSO SUZPJWN,
IJSFPUC YSWJFUSO
PUVWPUXWV KSN XSMVJ
YSFJUWSO KPVWSDJV.

6. PUNCTUATION STATION

XUN LSPQNI DP: *CNBIC*N
*PNCLJ LSE *IFXU
*CBIEBS; XUN *ONBYLIER!
TFNPXDBS: "QULX DP
'QUB PXLIINE DS
"QUNIN'P YBYYL?'?'?"

7. MOUTHING OFF

"JAVIHCHG" JCOYBAGI,
JPABAEZ JPECFCHG JPAE,
JAOYVACHGBS JPEIG
JPVRCIPE JHBZYVAIAPG
JPEIVABCWHAYBBS.

TIPS AND CLUES

Cipher 1: The repeated bigram CP represents plaintext TH; cipherext CPH, then, is most likely THE.
Cipher 2: Compare cipherexts DTV and TD. Try FOR and OF.
Cipher 3: Repeated ending -BEY represents common suffix -ING.
Cipher 4: A single letter following an apostrophe—and appearing often at the ends of words—is a good bet to be S.
Cipher 5: Note that cipherexts YFJUSWSO, YSWJFUSO, and YSFWJUSO are all anagrams of each other. Bonus hint: Common bigram IV appears three times.
Cipher 6: The question marks should be a tip-off that the commonly repeated bigram QU represents plaintext WH.
Cipher 7: The five vowels A, E, I, O, and U are represented by A, C, H, P, and Y, though not necessarily in that order.

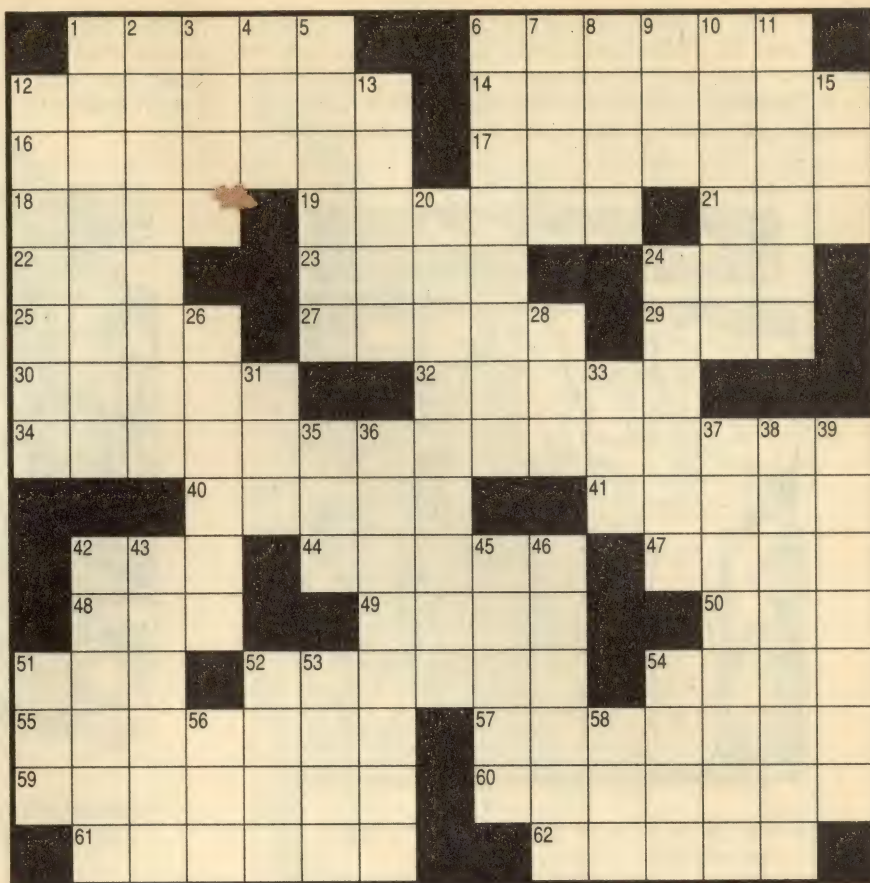
ACROSS

- 1 Skips over
- 6 The dole
- 12 Mosque features
- 14 "Prettiest town I ever seen," in song
- 16 "Nobody doesn't like ____": 2 wds.
- 17 Oil-carrying ships
- 18 Just skin and bones
- 19 Bemoan
- 21 OK, but not great
- 22 The daily routine
- 23 Not now
- 24 Scandinavian goddess of the underworld
- 25 *National Velvet* author Bagnold
- 27 Actress Esther of *Good Times*
- 29 CIA's predecessor
- 30 Pinnacles
- 32 Vitality
- 34 Play based on the Von Trapp family: 4 wds.
- 40 Boredom
- 41 Broadway hit
- 42 It may be sliding or revolving
- 44 Summer ermine
- 47 ____ gin fizz
- 48 Fall mo.
- 49 Kind of casserole
- 50 ____ de France
- 51 Banned pesticide

- 52 Bank jobs
- 54 Actress Gardner and others
- 55 Cousin or aunt
- 57 Arrive at a ballpark figure
- 59 Gives, as one's time
- 60 Symbolizes
- 61 Abhor
- 62 Michigan and Ontario, for two

DOWN

- 1 Intuitively: 3 wds.
- 2 Nautical
- 3 Teheran's country
- 4 ____ Aviv
- 5 Starlike
- 6 Where Wellington defeated Napoleon
- 7 Israeli statesman Abba
- 8 Pocket fluff
- 9 Columbo's portrayer
- 10 Peanut butter cup brand
- 11 Signs up for
- 12 Abuse
- 13 Former Asian alliance
- 15 Exxon's old name
- 20 Sweet-sounding
- 24 Expressions of boredom
- 26 Leave in the lurch
- 28 Dynamo's force: Abbr.



ANSWER, PAGE 54

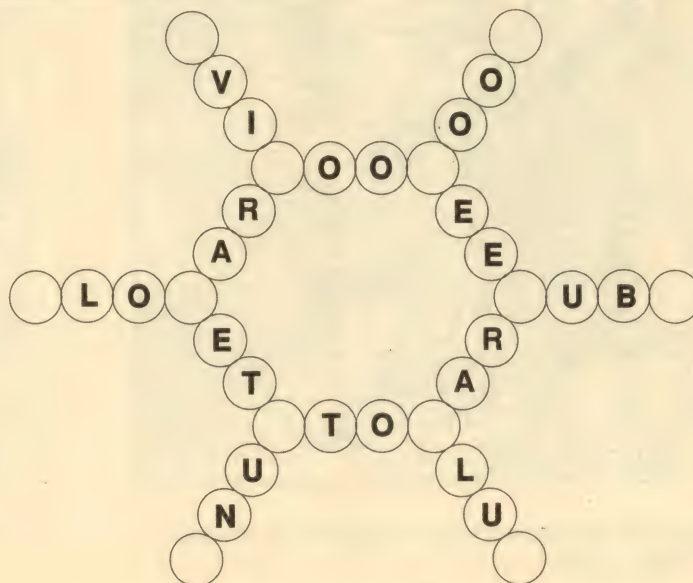
- | | | | |
|----------------------------------|---------------------------|--------------------------|---------------------------|
| 31 Charles, to Elizabeth | 37 Anticipate a good meal | 43 Musical range | 52 Sex researcher Shere |
| 33 Evening times, for short | 38 Puts under quarantine | 45 Joined the poker game | 53 December 31 and others |
| 35 Young ____ (kids, in dialect) | 39 Brie and cheddar | 46 Mortarboard accessory | 54 Run ____ (riot) |
| 36 Most bizarre | 42 Scribbled | 51 Famous slave Scott | 56 Two-year-old |
| | | | 58 Rock's Turner |

WORD WHEEL ★★

BY GEORGE BREDEHORN

Fill in the blank circles so that each set of four letters in a line will spell a word forward *and* backward. For example, ____NA____ could be completed with a G and a T to make GNAT forward and TANG backward.

ANSWER, PAGE 54



BULLETIN BOARD ☆☆

For more than a century one of the country's leading newspapers was the *Philadelphia Evening Bulletin*. Until shortly before its folding in 1982, the paper had the highest circulation in Philadelphia and one of the highest in the nation. Below are eight hidden picture puzzles that the *Bulletin* ran as

part of a daily series around the turn of the century. We found a scrapbook of the *Bulletin*'s ingenious eye-teasers at an antique show, and now present some of the best puzzles from this unusual collection to challenge you.

ANSWERS, PAGE 60



1. The Chinese man is going to take his lady-love boating. Can you find her?



2. When the Norsemen left America, they destroyed their own huts. Find the leader who ordered this act.



3. The flag-bearer is rushing into battle for a princess. Where is she?



4. Find Apollo standing in the Garden of the Gods.



5. The groom and the magistrate are waiting for the bride. Can you find her?



6. The Turkish maid is trying to escape from Bluebeard's harem. Where is Bluebeard?



7. Find the old sexton in the country churchyard.



8. The hobo was chased by a little girl, bitten by her dog, and kicked by her father. Can you find all three?

TO THE NINES ★★

BY TRIP PAYNE

Answer each clue in this puzzle with a nine-letter word that combines three of the letter triplets above the grid. (The triplets are used as units; you do not need to rearrange letters within them.) Each triplet will be used only once. When you have found all the words, transfer five letters from each into the grid as indicated by the boxes. For example, for the first

word, place letters #8, #6, #1, #4, and #2, in that order, in the top row of boxes. When all the boxes have been filled, a quotation will read down the grid column by column. Two of the 29 triplets above the grid will not be used; when put in proper order, they will spell the name of the quotation's author.

ANSWER, PAGE 60

TRIPLETS

ALL ATE CIC DET ELI ENT ERG ERO EYE FIF FIR FOC FUR GHT HES
LAS LBO NIT NTH OOK OTH RYB STO SUF TEE TEW TOL URE WHI

1. Highway payment place _____
2. The Ides of March _____
3. Need fresh air _____
4. Bedtime reading for tots _____
5. Hearthside glow _____
6. Fancy tire _____
7. Dollhouse knickknacks _____
8. Dishwasher additive _____
9. Mascara's place _____

8	6	1	4	2
9	3	6	2	1
9	4	1	7	3
1	7	2	6	4
8	3	9	2	6
3	4	2	8	5
1	7	9	5	4
3	8	5	9	1
6	1	8	2	9

WORD SPLICING ★

BY O. J. ROBERTSON

The 24 four-letter words below can be spliced into pairs to form 12 seven-letter words. In each pair the last letter of the first four-letter word will overlap with the first letter of the

second word. For example, STAR and RING could overlap to form STARING. Can you put all the pieces together?

ANSWERS, PAGE 55

CORD	LION	REST
CURE	MILL	STUD
DENT	MITE	TANG
DIAL	NEST	TERM
EARN	PAGE	TEXT
EPIC	POSE	THEN
GENT	PROP	TILE
HEAT	RAMP	TORE

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

PENCILWISE

GAMES
DELUXE

PLUS

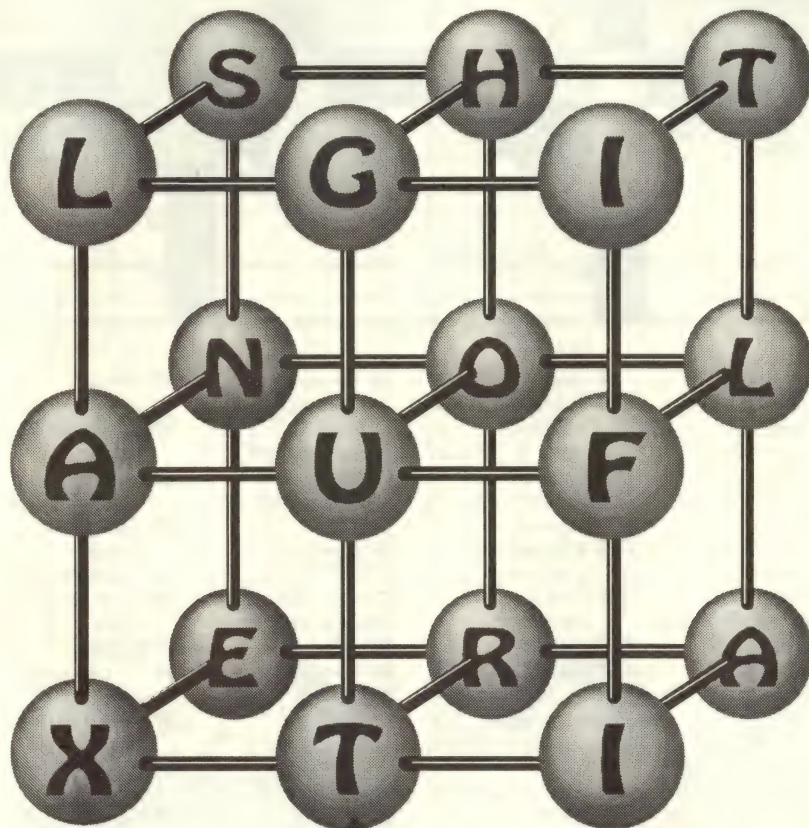
Editor: Will Shortz • Associate Editor: Mike Shenk

3-D WORD HUNT

By Will Shortz

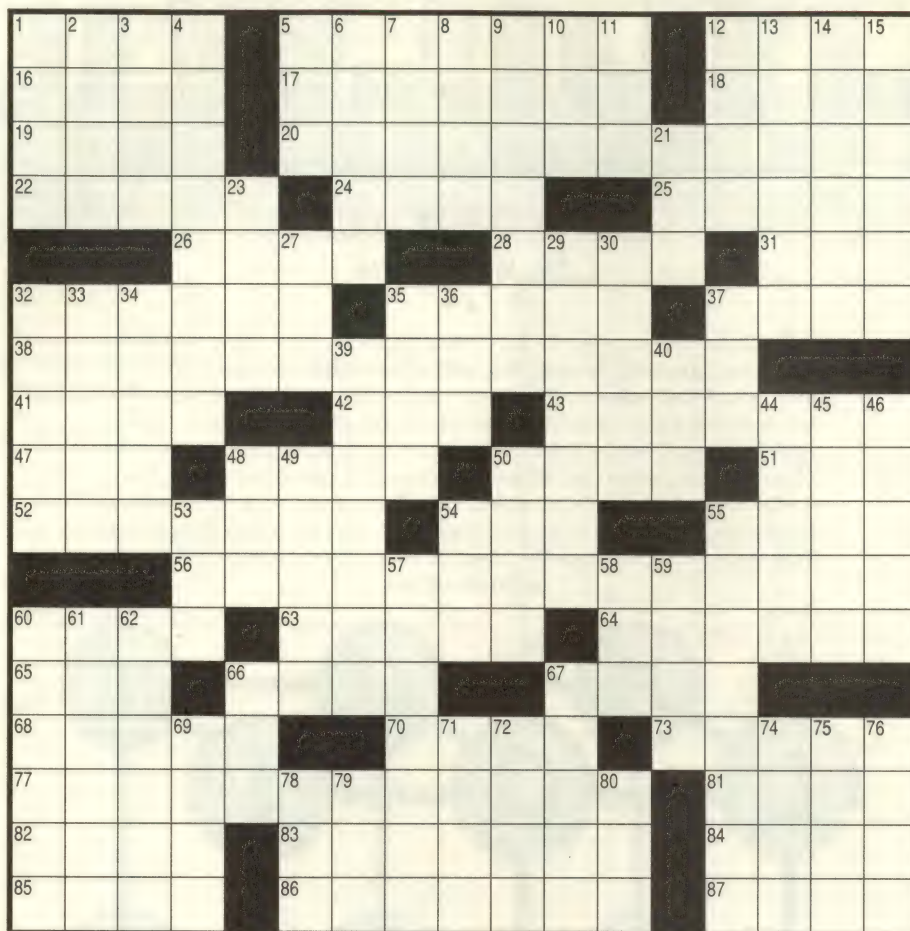
☆☆

In the three-dimensional block of letters below, how many five-letter words can you find? A word may start at any letter, but must proceed along balls that are consecutively connected by straight lines. For example, the word SHOUT starts at the S in the upper left corner, moves right to the H, down to the U, and down to the T. In forming a word you may return to a letter and use it twice (like the O in HONOR), but you may not stand on a letter and use it twice before proceeding (like the N in ANNEX). A score of 16 or more words is good; 24 is excellent. Our answer shows 30 relatively common and 6 less common words.



COMMAND PERFORMANCES

By Norma Steinberg



ACROSS

- 1 Pork sources
5 Collected
12 Cannon's sound
16 Not working
17 Snail-shaped ear canal
18 Civil liberties group: Abbr.
19 Fly like an eagle
20 Chuck wagon cook's command: 4 wds.
22 Miles Standish's rival John
24 *Casualties of War* star Penn
25 Appreciative opera cry
26 Lymph mass
28 Snoopy and Marmaduke, e.g.
31 Diarist Anaïs
32 "All ____!" (conductor's cry)
35 Over yonder
- 37 By the ____ of one's pants
38 Antony's command: 4 wds.
41 Away from the wind
42 Furnish with weapons
43 Understood
47 Actress Farrow
48 What Tarzan swings on
50 Miss America's ribbon
51 "____ Maria"
52 Hitting, as with a strap
54 "The lowest form of humor"
55 *The Iliad*, e.g.
56 Ray Charles's command: 4 wds.
60 Bird of ____ (falcon, e.g.)
63 Atmospheric layer

- 64 Gets by force
65 Slippery fish
66 Astounds
67 Actor Guinness
68 Fend off
70 Hammer or screwdriver
73 Afflicted with poison ivy
77 Elvis's command: 3 wds.
81 Butter substitute
82 ____ out (makes ends meet)
83 Put back in good repair
84 Depend (upon)
85 Parking garage mishap
86 Club Med sites
87 Song for one

DOWN

- 1 Leaning Tower's city
2 False god

- 3 Pleased
4 Sing a love song to
5 Duke or UNC's sports conference: Abbr.
6 Bullwinkle, for one
7 Mountain's peak
8 Mets' stadium
9 Defame
10 Poetic adverb
11 Papa
12 1930s heavyweight champ Max
13 Gas rating number
14 Singer Newton-John
15 *Teenage ____ Ninja Turtles*
21 *Pygmalion* author's monogram
23 Comedian Crosby

- 27 JFK's predecessor
29 Spaghetti sauce spice
30 First and reverse, for two
32 Gentle as ____: 2 wds.
33 Misrepresent
34 *Love Story* star Ryan
35 Ripped
36 "... can you ____ a few bars?"
37 Old draft org: Abbr.
39 China's longest river
40 Cheerleader's cry
44 The Mamas and the ____
45 Kick out of an apartment
46 Ships' floors
48 7 on a sundial
49 Being dragged, as a car: 2 wds.

- 50 Certain
53 Your, in the Bible
54 Pigsty
55 Pilots' seats, in emergencies
57 Twinkie maker
58 Cobbler's instrument
59 Three: Ger.
60 Rang, as a bell
61 Declare void, as a license
62 Almost a dozen
66 24-hour banking convenience, for short
67 On one's toes
69 Take five
71 Aware of
72 Bad smell
74 Egyptian queen, informally
75 Satan's realm
76 Toy that "walks the dog"
78 Blunder
79 Golf peg
80 Thing, in law

CRYPTO-FUNNIES

By Robert Leighton

★★

In this comic strip, all the dialogue has been converted into a cryptogram. That is, every letter of the alphabet has been consistently replaced by another letter throughout the cartoon. For example, if G represents V in one word, it will represent V in every word. Look for distinctive letter patterns and punctuation to help you get started.



TAKE A HIKE!

By Trip Payne



Fill in the 52 hiking-related words and phrases below so that they interlock in regular crossword fashion in the grid. When the puzzle is completed, each word will be used exactly once.

3 LETTERS

MAP
SKY

4 LETTERS

CAVE
GEAR
HILL
LAKE
PACK
PATH

TENT
WALK

5 LETTERS

BOOTS
CANOE
FAUNA
HIKER
RIVER
TREES

6 LETTERS

AUTUMN

BREEZE
CAMERA
CAVERN
LEAVES
NATURE
OUTING
PLANTS
RAMBLE
SCOUTS
SNAKES
STREAM
VALLEY

7 LETTERS

ANIMALS
BRAMBLE
CANTEEN
COMPASS
SCENERY

8 LETTERS

CAMPSITE
EXERCISE
FRESH AIR
KNAPSACK

SUNSHINE
TRAIL MIX

9 LETTERS

EXCURSION
EXPLORING
GRASSLAND
POISON IVY

10 LETTERS

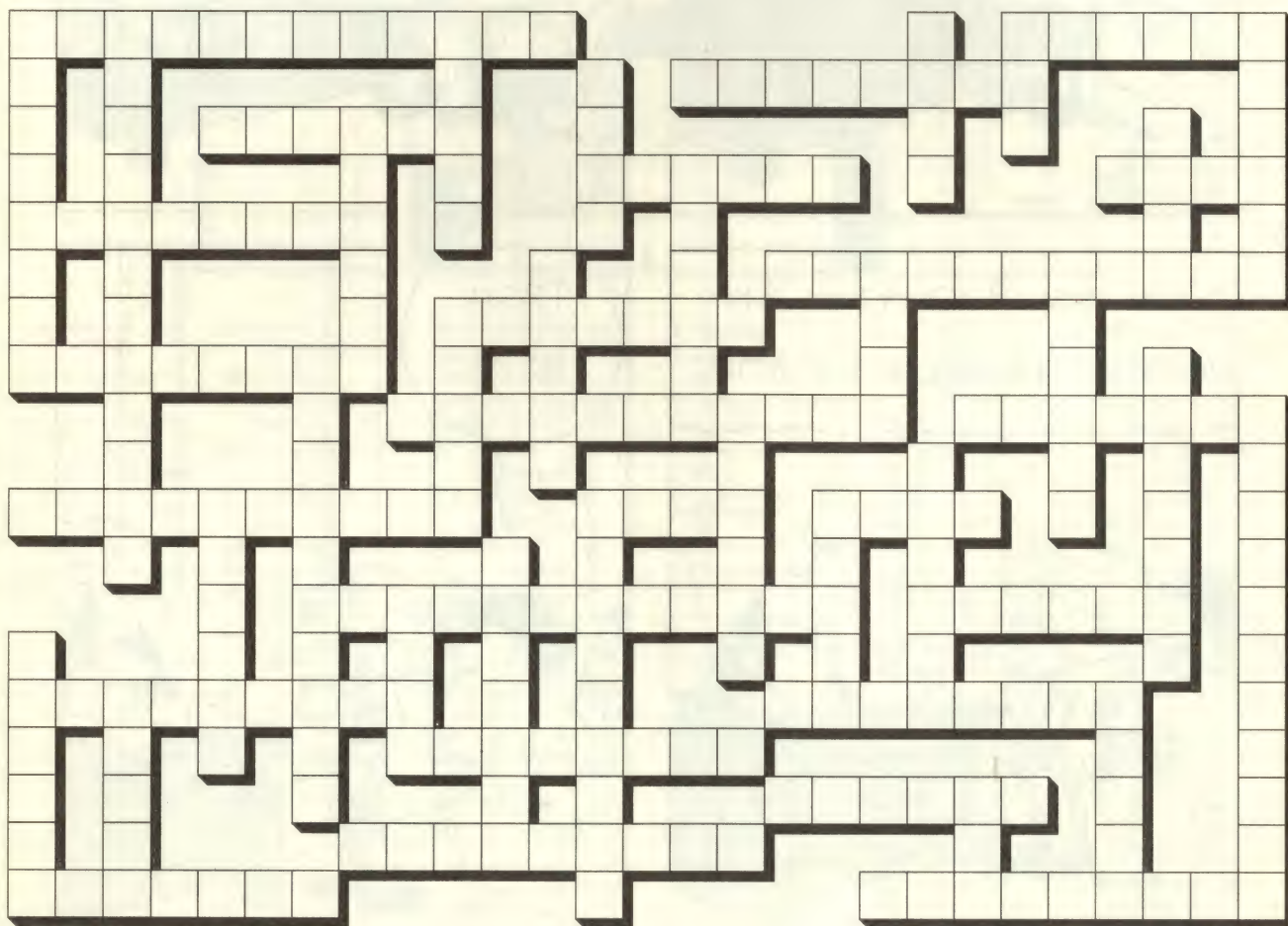
BINOCULARS
SPELUNKING

11 LETTERS

COUNTRYSIDE
SIGHTSEEING
WILDFLOWERS

12 LETTERS

CROSS-
COUNTRY
NATIONAL PARK
ORIENTEERING



PENCIL POINTERS

By Karen Hodge

★★

In this crossword the clues appear in the grid itself. Enter the answers in the direction of the pointers.

Classical composer	▼	Wife of Zeus	Declare to be true	Require	More recent	Yield	▼	Busy as a —	Every-thing	Meat and potatoes dish	Fortune telling deck	Old witch	▼	Arch-rival, often	Coffin holder	Italian wine region	Sleuth Charlie	Patriot Nathan
▶		▼	▼	▼	▼			▼	▼	▼	▼			▼	▼	▼	▼	▼
Dike	▶					River mouth feature	▶					Tokyo entertainer	▶					
Uninhibited soul												Weather map feature	▶	Tin, e.g. Quayle, now				
Avant- —	▶					Obtain	Greek T	Went 90 mph	U. of Michigan player	▶								
Make a sweater		— Dal-matians	Little bit	"Darn!"	▶				Time in elected office	"Little piggies"	▶				Obtain	Oil: French	Runs in neutral	Actor Nick
▶		▼	▼			Item on Canada's flag	Bligh's title: Abbr.	▶		Gather the harvest	Step on the scales	▶			▼		▼	▼
Hockey score	▶					Strange	▶				Small song-bird	Fake. Prefix	▶					
Helper	▶					Equip		Made a sketch	▶			Enjoys the slopes	Walked in the woods	Cash drawer	▶			
Not go off as planned		Mea — (my fault)	Onassis Sea-weeds	▶				Abu Dhabi prince	Swampy area	▶				At hand	Allow	▶		
▶		▼	▼					From — to nuts	Lap dog	▶					▼			
Payable, as bills	▶					Jewels	▶			Employ	Reebok rival				Uttered	Dunces	Welsh — (pooch)	Work dough
Building wing	▶					Sixth sense	Deli bread	Debt reminder	▶		Rip	Queasy on the waves	▶					
The rich class	▶										Where Ali boxed	Fire-breathing beast	▶					
Pert	▶					Space	Tiny noise	▶				Follower of Mon.	Porn	Concerning	▶			
Swampy area		Italian astro-nomer	Cribbage marker	▶				"What's up?" to Juan	Starts a revolt	— and crafts	▶				"... give a — bone"	▶		
▶		▼												Neon or nitrogen	Dispose of	▶		
Uses a ray gun on	▶		Airline workers	Aromas	Tropical fish home	▶											— Dale	Pick a banjo
			▼	▼	Young mutt	Border	▶			Adds chips to the pot	Figure of speech	▶						
Wonder-land visitor	▶							Historic time	▶		"¿Como — usted?"	▶				Chart Military cap	▶	
Made angry	▶							One with a longing	▶				Unknown John	Brain's case Curious	▶			
▶										Wedding words	▶				Jacob's twin	▶		
Finally	Diminu-tive suffix	▶						Espy	▶		Act drowsy	▶			Actor Sean	▶		
Head honcho	▶					Gave a rubdown	▶								Writer Dinesen	▶		

PUZZLES OF THE NATIONAL PUZZLERS' LEAGUE

★☆☆

Imagine, if you will, a group of 70 men and women all together in a room frantically trying to solve 60 *Concentration*-style rebus puzzles in 45 minutes.

Or imagine the same individuals working separately over 24 hours trying to compose six-line poems with only one word per line, resulting in such literary gems as—

Smart
Art
Hound
Found
Triptych
Cryptic.

No
Show:
Stripper's
Zippers
Jam.
Damn!

These activities were among the many puzzle and game-related competitions at the 150th National Puzzlers' League convention held last July 20-23 in Cleveland, Ohio.

The NPL, founded in 1883, is the world's oldest active puzzlers' organization. Throughout the year members puzzle each other in a monthly publication called *The Enigma*, which features anagrams, rebuses, charades, word squares, cryptograms, and a variety of puzzles in verse. As in the magazine, the convention games usually avoid conventional puzzle types, such as crosswords, in favor of more unusual diversions.

Reprinted at right are samples from four of this year's convention games, ranging from pure wordplay to visual puns. It's not quite the same as being there, of course, but if these whet your appetite, you'll find information on joining the NPL with the answers.

RIDDLE-DEE-DEE

What is the subject of each of the following riddles?

1. My dimpled plaything, firm and round,
My eagle eye's on you!
I've often stroked you gently, found
Such action moves you, too.
Yet when upon our daily course
I get a little rough
And smack you hard with iron force,
You leave me soon enough.
But when I seek you out again,
My putting down you see
As par for me and other men—
You suit me to a tee!

—Mary Hazard

2. My faces, varied, you will see—
Yet all alike you'll see me be.
Essential colors I've but two:
Bright scarlet, and the darkest hue.
I cause at times great loss to some,
But others to good fortune come.
At times men cut me, quite in twain;
This pleases them (I feel no pain).
I'll gladly give to all a hand;
A foot, though, you cannot command.
Good company I share with all,
So now, good friend, my name please
call.

—Eugene Ulrich

3. Right now when I am in my prime,
I'm eyed with glances fond.
Small wonder—I am graceful, arch, a
luscious golden blond.
And though I'm suitably attired and
properly equipped,
Most men (you know what they are
like) prefer to see me stripped.
Yes, that is when they'll likely fall, so
awkward, so unstable,
While each would be content to find
me at his breakfast table.

—Marjorie Friedman

4. A box without an opening or lid,
With nothing much of interest inside—
And yet in me a mystery is hid,
A mystery the outer walls provide.
Of foreign birth, I'm known to young
and old.
Of half a dozen colors I consist.
While, strictly speaking, all is true I've
told,
The answer, to be honest, has a twist.
—Will Shortz

GET MY MEANING?

By Mike Shenk and Trip Payne

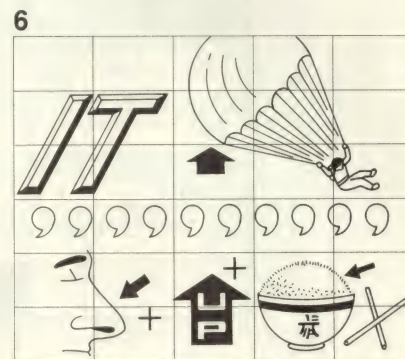
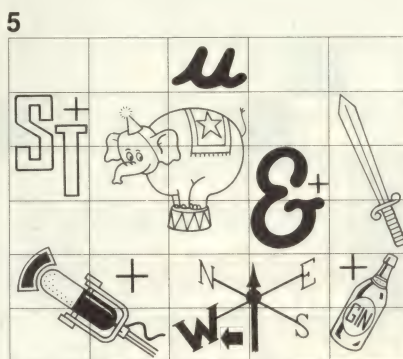
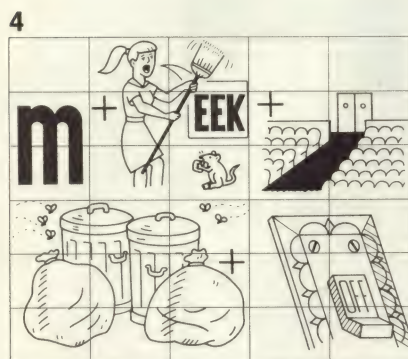
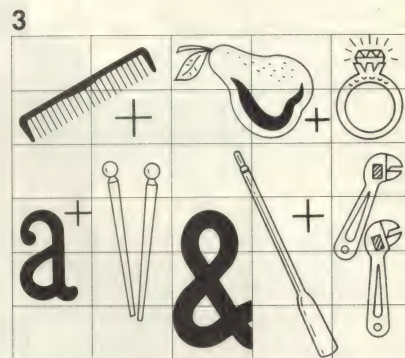
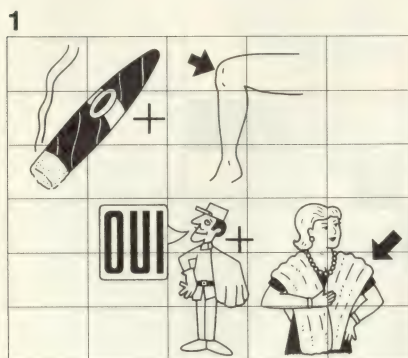
Each set of five words below was culled from five different meanings of a single word in *Webster's Ninth New Collegiate Dictionary*. For example, "hook," "bud," "cyclone," "needle," and "cornea" all appear among the definitions for "eye." From what entries' definitions have the following words been excerpted?

1. Ice, retina, solid, volcano, pine _____
2. Football, weather, easy, cookie, retort _____
3. Thrill, attack, electrons, debit, indictment _____
4. Ballet, uniform, alcoholic, sand, lawyers _____
5. Running, record, curricula, footprint, rails _____
6. Weapon, team, cards, bat, association _____
7. Height, dial, cards, employee, applause _____
8. Net, mold, dressing, dice, actors _____
9. Musical, billiards, nose, roadway, denture _____
10. Football, toy, buildings, auction, execution _____

SIX REBUSES

By Henry Hook

The answer to each of the rebuses below, similar to those on the TV game show *Concentration*, is a common name or phrase. How many of the answers can you "sound out"?



BRAND X-TRAS

By Stanley Newman

Drop one letter from each word below and rearrange the remaining letters to obtain a one-word brand name. For example, you could drop an *i* from *KIWIS* and rearrange the remaining letters to get *WISK* (laundry detergent).

1. CANDOR _____

2. ACCOUNT _____

3. ARMHOLE _____

4. CANTINA _____

5. SIROCCO _____

6. BACONISM _____

7. DEFRAUDS _____

8. POLARITY _____

9. TENDENCY _____

10. ESPERANTO _____

11. PLANETOID _____

12. LIBERTINES _____

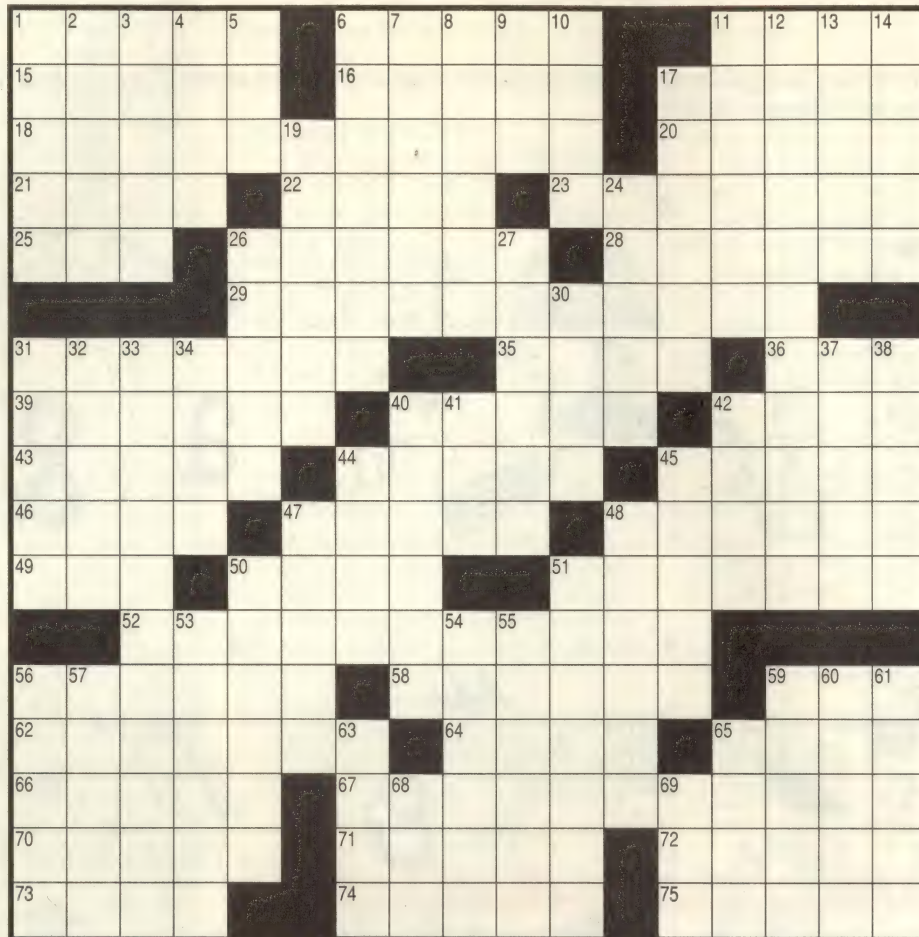
13. OVERCLOTHE _____

14. UNWORDABLE _____

POETIC PAIRS

By Mike Shenk

★★



ACROSS

- 1 Billionaire's boat
- 6 Stood
- 11 "___ the night before..."
- 15 Cheering loudly
- 16 Consumerist Ralph
- 17 Biblical pronoun
- 18 Normal depreciation: 3 wds.
- 20 Hertz ___-Car
- 21 Political cartoonist Thomas
- 22 Table scraps
- 23 "___ Harvest Moon": 2 wds.
- 25 Transatlantic speedster
- 26 Relaxed: 2 wds.
- 28 Indian and others

- 29 College community, figuratively: 3 wds.
- 31 Cuts and wounds
- 35 "Doggone it!"
- 36 Actor Billy ___ Williams
- 39 Horse-related
- 40 *Gigi* star Leslie
- 42 One of the Cartwrights
- 43 Radium discoverer Marie
- 44 Stood: 2 wds.
- 45 Playwright Pirandello
- 46 Stereo system
- 47 "First Lady of the Theater" Hayes
- 48 Old Glory, for one
- 49 Baden-Baden or Bath
- 50 U2's lead singer

- 51 International news agency
- 52 Close to one's heart: 3 wds.
- 56 Snake-haired Gorgon
- 58 Niño's nap
- 59 Magnate Onassis
- 62 Menu choices
- 64 Clock part
- 65 Ugandan dictator Idi
- 66 "Don't Be ___"
- 67 Imitate the Big Bad Wolf: 3 wds.
- 70 Coworker of TV's Murphy Brown
- 71 Slippery as ___: 2 wds.
- 72 Bridal procession setting
- 73 ___ Romeo (Italian auto)
- 74 Songstress Lena
- 75 Villain's trademark

DOWN

- 1 Late evening activities?
- 2 Neighborhoods
- 3 Ride a toboggan
- 4 Politico Gary
- 5 Singing syllable
- 6 Julie of *Victor/Victoria*
- 7 Wickerwork material
- 8 Ukrainian port
- 9 Vast expanse
- 10 Botches things
- 11 "Ring in ___": 2 wds.
- 12 Entertain, in a way: 3 wds.
- 13 *The Cherry Orchard* author Chekhov
- 14 Actors Connery and Penn
- 17 Underwear fabric

- 19 "... but ___ cent for tribute": 2 wds.
- 24 "Crocodile" Dundee star Paul
- 26 Make amends
- 27 Evasive football play: 2 wds.
- 30 Plummet
- 31 Solidarity's Walesa and namesakes
- 32 Act as outfitter to
- 33 Seafood/steak combo: 2 wds.
- 34 Four, on a clock
- 37 Raring to go
- 38 Mideastern rulers
- 40 Analogy punctuation marks
- 41 Had a bite
- 42 Polly, to Tom Sawyer
- 44 Actress Rowlands

- 45 1944 Gene Tierney role
- 47 Goddesses of the seasons
- 48 Trounced
- 50 In a sordid manner
- 51 Plan at a different relative size
- 53 Archimedes's cry
- 54 Disagree
- 55 What loud sounds may do
- 56 Goal of Islamic pilgrims
- 57 Join up
- 59 Divert
- 60 Repeating item?
- 61 Read into
- 63 Ayatollah's predecessor
- 65 Neat as ___: 2 wds.
- 68 Juan's one
- 69 ___ *Kapital*



Software Games

A GUIDE FOR PARENTS AND KIDS

Video games, home computer software, portable strategy games, arcade hits—electronic entertainment today comes in many forms.

(continued on page SG 16)

Electronic games go far beyond outer space shoot-'em-ups and adventures in exotic lands. In fact, some of the most sophisticated game computers on the market are built for fans of the old classics: chess, backgammon, checkers and the like. The electronic versions of these games let you play even when you can't find a human opponent, and offer different skill levels and features to help you improve your game.

Saitek Industries offers the largest line of portable chess computers, with over a dozen models endorsed by world champion Garry Kasparov. The current top-of-the-line model is the \$199 Conquistador, and it provides a worthwhile challenge to players of just about any level. Built-in clocks display the time taken by each side. Best of all for the novice, the computer can act as coach, suggesting the best moves and helping you avoid dumb mistakes. The Conquistador comes with the Kasparov chess book and a step-by-step tutorial through essential chess strategy.

If you prefer a slightly less strenuous mental workout, try Sensory Backgammon (\$129) or Electronic Checkers (\$69.95). Like Saitek's chess computers, these devices feature pressure-sensitive boards that register your moves automatically. Both include adjustable skill levels and built-in tutors that suggest moves and let you take back mistakes. As a bonus, Sensory Backgammon also lets you program in alternate rules.

Saitek's line also includes three electronic variations of the classic boardgame Battleship. Battlestations! (\$49.95) simulates a clash between naval fleets, while Sonar Subhunter (\$39.95) is a cat-and-mouse chase between a submarine and a battleship. Helicopter Gunship (\$39.95) offers two contests. In one a gunship captain tries to destroy the enemy's home base before running out of fuel or being spotted by radar. In the other, two choppers try to detect and destroy one another. All these games are housed in military-style cabinets and feature realistic sound effects of missiles, chopper blades, explosions, and sinking ships. Like all of Saitek's computers, they offer satisfying portable entertainment.

Games that play people.

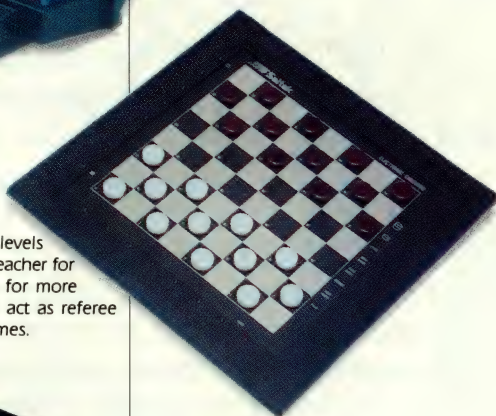


Helicopter Gunships:

Exciting, easy-to-play game of military strategy is fun for everyone. Powerful computer simulates realistic sound effects; launching missiles, explosions, chopper blades. Designed for one or two players.

Electronic Checkers:

Computer suggests moves, takes back moves, even verifies positions. Eight skill levels make this game the perfect teacher for children or practice partner for more advanced players. Can also act as referee for player versus player games.



Sensory

Backgammon:

Play a friend, play the computer or even learn by watching the computer play itself. A 2 year permanent memory lets you interrupt the game and resume it later.



Conquistador:

16K microprocessor's playing strength matches most club players. 17 levels of play include 8 casual, 4 tournament and 5 special levels such as speed chess, blitz chess and problem solving up to mate in ten. Endorsed by Garry Kasparov!

Intelligence. Logic. And a highly developed sense of strategy. If these are traits you admire in an opponent, our games are for you.

Saitek™ has developed a new generation of board games... classic strategy games enhanced by modern microprocessor technology. These aren't games for your computer. These games are computers. Highly advanced programming allows them to perform a variety of roles. Not only will Saitek™ games compete against you, they will also teach, assist, and referee. Variable skill level options provide the perfect challenge for everyone from the beginner to the more accomplished player.

So, whether you play for fun or competition, Saitek™ games are the right move. Look for our games at your local toy or specialty store. Or send away for a complete Saitek™ catalog. Now it's your move.

Please send me a complete catalog of Saitek™ games.

Name: _____

Street: _____

City: _____

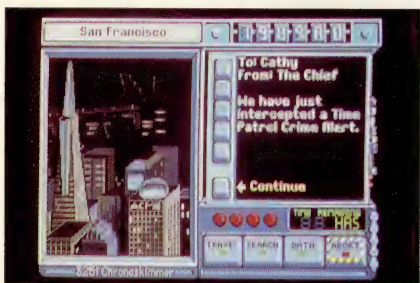
State: _____ Zip: _____

Saitek™

2301 W. 205th Street, Suite 108
Torrance, California 90501
Tel: (213) 212-5412

Saitek™

Broderbund's Travels in Time



Carmen Sandiego is one of the most notorious criminals in the history of computer games, thanks to Broderbund's series of educational adventures. In *Where in the World...*, *Where in the U.S.A. . . .*, and *Where in Europe is Carmen Sandiego?*, the femme fatale and her gang have stolen priceless treasures from all over the globe. During their crime spree through Europe, for example, Carmen's gang stole the prime meridian from Greenwich — but clues left at the scene of the crime pointed to the site of their next heist. With a little knowledge of geography, and some help from an atlas, a clever detective can easily track the crooks down.

Each of the three previous Carmen Sandiego games has combined this kind of graphic detective story with relatively painless lessons in geography. But Carmen's latest caper has taken her beyond the here and now. Now she has a time machine and can travel back and forth between 400 A.D. and the 1950s. In *Where in Time is Carmen Sandiego?* you have to find out not just where but *when* she has committed her crimes.

The Carmen Sandiego games have earned high marks from parents and teachers alike for their unique combination of education and entertainment. Within the framework of a detective story, the games encourage kids to use reference books. *Where in the World...* comes with an almanac, while *U.S.A.* and *Europe* each come with an atlas. *Where in Time...* comes with the 1,300-page *New American Library Desk Encyclopedia*; players need to look up historical facts in order to solve each case. Clues may involve topography, languages, historical events, people, and inventions.

Where in Time... is a great learning tool and a worthy addition to the Carmen Sandiego series. But most important of all, it's also a lot of fun.

MOST GAMES WEAR OUT AFTER A FEW WEEKS. OURS LASTS 1,500 YEARS.

Finally there's a game that's still an adventure years after you buy it: *Where in Time is Carmen Sandiego?*®

Unlike your typical fly-it, drive-it, stomp-it game, this brand new release in Brøderbund's award-winning series relies on your most important reflex: Your nimble mind.

As a detective you must solve ingenious crimes that have been committed by the devious and cunning Carmen Sandiego gang. They can be anywhere in the last 1,500 years. And you don't have much time.



VGA graphics give you the most arresting scenes ever put on a computer screen.

With a Chrono-skimmer 325i, you hurtle back through the ages. Pursuing Carmen through Medieval Europe. The Incan Empire. Imperial Japan. And on and on. The more cases you crack, the tougher they get.

Running on IBM®PC/Tandy® or Apple®, *Where in Time is Carmen Sandiego?* also comes with the *New American Desk Encyclopedia* and a poster of the whole gang to keep you hot on the trail.

So see your dealer or call Brøderbund at 800-521-6263. For \$44.95 (suggested retail), get the adventure game that beats them all. Time after time.



Brøderbund®

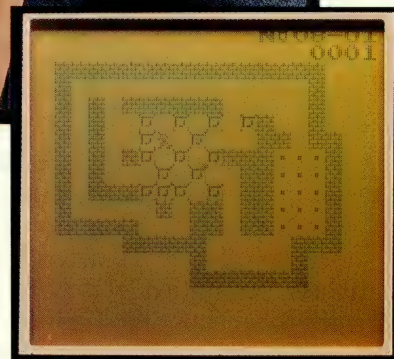
FCI's Little Boxes

Portable video games have been around for years, but few have offered the same kind of in-depth play that you can get from your system at home. Nintendo plans to change all that with its Game Boy, a portable system with a liquid crystal display screen and an eight-bit processor just like that in the popular Nintendo Entertainment System (NES). And, unlike other portables, the Game Boy can play many different games, using interchangeable cartridges.

As with the NES, Nintendo is licensing numerous manufacturers to create software for the Game Boy. One of the first games comes from FCI, who have already programmed some of the most entertaining titles for the NES. FCI's Ultima is one of the most sophisticated Nintendo cartridges around, offering the depth of the computer hit of the same name. FCI's other successes include Hydlide, Dr. Chaos, Zanac, and Lunar Pool.

Boxxle, for the Game Boy, offers surprisingly satisfying entertainment for such a small screen. Based on an old computer classic, the task in Boxxle is deceptively simple: move the boxes in a warehouse to their proper locations. But each of the game's 108 screens has a different layout: Some of the puzzles seem baby-simple but prove fiendishly difficult, while others that appear impossible can be solved with patience and — aha! — insight.

Boxxle is the kind of game that's impossible to put down once you pick it up, perfect for those long train or plane trips. And if, somehow, you make it through all 108 screens, you can use its construction mode to make up your own puzzles.



ACROSS
recedes
demented"
More like a swim-
ming snake
Competent
To look closely
Use it to
Perhaps
more (2 wds.)
The Brain Game
for Gameboy
Power up (2 wds.)
Fencing swords
Religious belief
Actress Gardner
Camera's eye
British tube
magnon
Easily carried
Uncooked
Portable Nintendo
Astounds

DOWN
FUN
BAL
BOX
XLE
E
H
AND
HEL
W
GAME
BOY
R

THE FUTURE OF PUZZLES IS BOXXLE!

GAME BOY™



**Portable Puzzle
for your Game Boy
System.**

BOXXLE is the go-anywhere electronic brain teaser that makes crosswords look like child's play. BOXXLE on a bus. BOXXLE in a waiting room. BOXXLE whenever and wherever you've got time for a challenge. Your job is to move the boxes on the screen and clean up the "warehouse". Sounds easy? Just try it! Once you clear a room there's another. And another! Over 100 different rooms in all! It BOXXLEs the mind! BOXXLE lets you play at your own pace like a crossword. But the games can last as long as you want. You can't put it down...but you can take it with you. Get your Game Boy ready to go with BOXXLE, the electronic alternative you can play anywhere. And get ready for the future of fun!

FCI 
Not Just Kid Stuff

Boxxle™ is a trademark of Fujisankei Communications International, Inc. and is licensed by FCI for play on Nintendo Game Boy. Nintendo, Game Boy and the Official Seals are trademarks of Nintendo of America Inc.
Fujisankei Communications International, Inc. 150 East 52 Street, New York, NY 10022
Consumer Information (312) 968-0425



Tiger's Arcade-to-Go

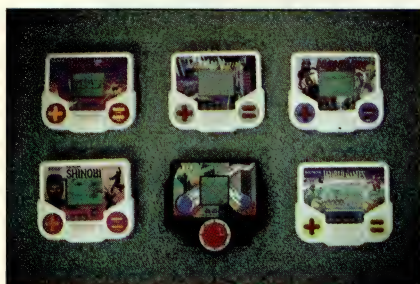
While most players first discovered electronic games in the arcades, personal computers and video game consoles have brought all the action and excitement of the arcades into the home. And now, more and more people are taking games with them on the road—on train, plane, or bus trips, or for the back seat during those long car rides.

Tiger Electronics produces one of the most wide-ranging lines of portable arcade hits. The sports lineup features Jordan vs. Bird, a one-on-one basketball game between realistic simulations of Michael "Air" Jordan and Larry Bird. Another highlight is John Elway's Quarterback, which lets you choose between a variety of offensive and defensive strategies. Other sports games include baseball, skeet shooting, bowling, soccer, karate, and world games.

Tiger also offers a big selection of arcade classics, starting with Double Dragon, the perennially popular martial arts battle. Simon's Quest pits you against Count Dracula, while Gauntlet takes you through nine stages of sword-and-sorcery in a magical dungeon. Tiger's other arcade adaptations include Heavy Barrel, Karnov, Thunder Blade, Hang On, Vindicators, Marble Madness and Shinobi. The original Mouse Maze traps you in a maze filled with cats and cheese.

Tiger also has two tabletop games. Outrun puts you behind the wheel of a sportscar and takes you down five challenging racetracks. Sugar Ray Leonard Talking Boxing puts you in the ring with the champ, with punches that include uppercuts, hooks and jabs.

If you haven't tried a portable video game lately, Tiger's products are worth a look. Portable quality is getting better all the time, and Tiger is leading the way.



GAUNTLET TO GO!

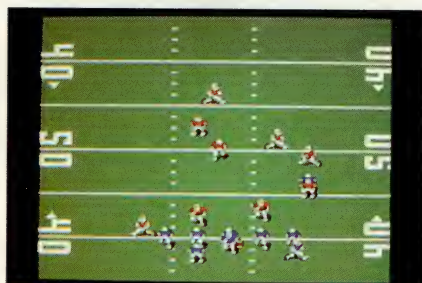
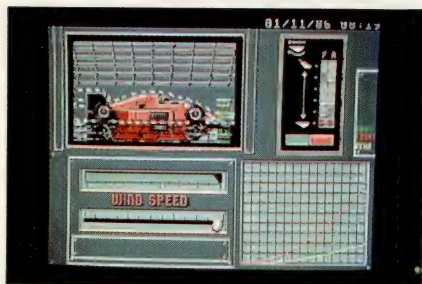
The black clouds swirled over the Gauntlet. Morak the Evil One cackled in glee as he watched a brave and powerful warrior try to retrieve the long lost Sacred Orb — only to be defeated in the most hideous way. But unless some warrior can rescue the Orb, all mortals are helpless against Morak's evil magic. Can you survive the Gauntlet's 9 missions to discover the magical Orb to win? Choose between Thor the Warrior or Shyra the Valkyrie to help defeat Morak's vicious demons, grunts and evil sorcerors. So try to find the Orb if you dare, but watch your power bar because once it reaches zero you're forever... or at least until the next game begins.

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TIGER LCD VIDEO GAMES
VIDEO EXCITEMENT IN THE PALM OF YOUR HAND

The Wide World of Electronic Arts



Electronic Arts has long been known for realistic sports simulations, from Jordan vs. Bird One-on-One to Earl Weaver Baseball. Three new games from EA offer the same thrill of victory and agony of defeat as those classics.

John Madden Football (\$49.95) is one of the most realistic football games ever programmed for a computer. If you've ever watched Madden on CBS's NFL broadcasts, or read any of his best-selling books, you know him as one of the most intelligent and insightful theoreticians of the game. JMF is thoroughly grounded in Madden's approach to the gridiron. You can choose from over 160 different plays or design your own, and results are based on the abilities of the players, field conditions, and even weather.

You can control the onscreen action or just pick the plays and let the computer determine the results. With so many options it can take a while to get the hang of JMF, but a Quick Game option lets you dig into the action right away. Player performances are based on those of real-life pros, with teams based on the Bears and 49ers of the Eighties, the Steelers of the Seventies, or the Madden-coached Oakland Raiders of 1969-1978. John Madden Football is the new choice for the demanding football fan.

Lakers vs. Celtics and the NBA Playoffs offers full-court, five-on-five basketball action. Offensive options include passes, layups, and jams, and you can select your own starting lineup, substitute players, and try to choose the best matchups against your opponents. Players are based on stars like Michael Jordan, Kareem Abdul-Jabbar, Larry Bird, and Patrick Ewing, with each bringing his own style and moves to the game.

Ferrari Formula One (\$49.95) puts you behind the wheel of a \$350,000 Ferrari F1/86. You can design your own car, adjusting its suspension, tires, wings, gears, and engine, and test it in an animated wind tunnel. Then you're ready to race down any of 16 world-famous courses. Each race includes two practice and two qualifying laps, a warm-up session, and finally a race between 18 and 315 kilometers. Not only do you have to drive the car, but you must make split-second decisions about maintenance and repairs. If you're ready to take on all 16 racetracks, you're on your way to the Formula One Championship.

THE THRILL OF WINNING

ELECTRONIC ARTS PRESENTS

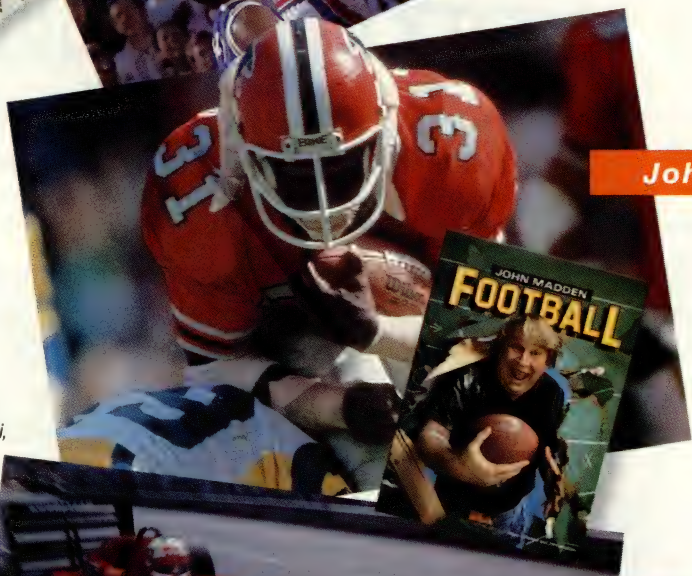
3

SIZZLING NEW SPORTS PRODUCTS



Lakers vs. Celtics and the NBA Playoffs™

Score with ten of the best NBA teams in the first full-court 5-on-5 game with real NBA players.



John Madden Football™

Play pro football using over 160 of Madden's own plays, or design your own. The most complete football game ever with everything from audibles and injuries to onside kicks and astroturf.

HOW TO ORDER

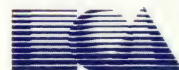
Visit your retailer or phone with VISA/MC: USA or Canada, 800 245-4525, Mon-Fri, 8am-5pm Pacific Time. All products available on the IBM. John Madden Football also on Apple and C64. Ferrari Formula One also on Amiga.

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Ferrari® Formula One™

Design, test, and race the ultimate Grand Prix machine in the first racing game for simulation fans.



ELECTRONIC ARTS®

Indiana Jones's Latest Crusade



Movie buffs — and, indeed, just about everyone — know George Lucas best as producer or director of two of the most popular film series ever made: the *Star Wars* and *Indiana Jones* trilogies. But the masterminds behind the awesome special effects in *Star Wars* have also been developing a reputation as creators of crackerjack computer games. Lucasfilm's innovative graphic adventures include the hit *Maniac Mansion* and last year's *Zak McKracken and the Alien Mindbenders*, which was named one of the Best Electronic Games of 1988 by the editors of *GAMES Magazine*.

While Lucasfilm movies like *Star Wars* and *Indiana Jones and the Temple of Doom* have been turned into computer games, *Indiana Jones and the Last Crusade: The Graphic Adventure* is the first George Lucas production to become a Lucasfilm game. If you've seen the movie you know the plot. Indy flies off to Europe to rescue his father from the Nazis, and Jones Jr. and Sr. go off in search of the Holy Grail.

Indy will also look familiar if you've played *Maniac Mansion* or *Zak McKracken*, for it features the same kind of interface that helped make those games so popular. All of your choices are displayed onscreen, so you don't have to guess which commands the computer will or won't understand. This system reduces some of the frustration common to computer games, and it helps novices get into the storyline.

Indy also boasts some trademarks of previous Lucasfilm games: sharp graphics, zippy animation, and tough (but fair) puzzles. It adds some arcade-like fighting action, but if you're clever enough you can avoid the fisticuffs. Having seen the movie makes it a little easier to find the Grail, but if you missed *The Last Crusade* in the theaters you can still solve the puzzles. And since there are several ways to reach the ending, you can try different techniques to see if you can improve your IQ (Indy Quotient).

And if you're not in the mood to relive the entire adventure but want to try on Indy's hat and whip, there's *Indy the Action Game*. It offers straightforward arcade action in the same settings as the movie.

Both Indys feature all the intrigue — and humor — of their celluloid cousin. By any measure, these adventures live up to the entertaining standards expected from Lucasfilm's games and movies.



ARE YOU READY TO STEP INTO INDY'S SHOES?

Move larger-than-life exploits from the movie screen to the computer screen, and the results are often small potatoes.

Not so with *Indiana Jones and the Last Crusade*.™ Games that capture the action, excitement, and special effects of the greatest *Indy* movie of them all. And *Indy* the game character has all the style, wit, and resourcefulness that make the big lug so lovable in the movie.

Too much for one game.

One game can't do *Indy* justice. So we designed two very different game experiences: *Indy the Action Game*, and *Indy the Graphic Adventure*.

And in both cases, it seems that

Nazi Germany has just declared war on the Jones boys.

Red hot, slam-bam action.

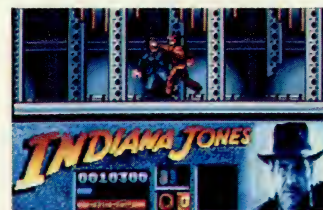
Indy the Action Game delivers classic arcade thrills on a hell-bent chase for the greatest treasure in history—the Holy Grail. As *Indy*, you'll use your whip, your fists, and your wits. Escaping grave-robbing cutthroats. Pulverizing Gestapo goons. And surviving the lethal trials of the Grail Temple itself.

How's your I.Q.?

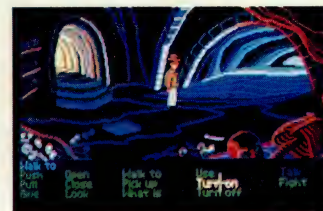
In *Indy the Graphic Adventure*, you'll find out if you can keep up with the guy with the whip and the hat. Maybe you'll make the same decisions *Indy* made in the movie. Or score higher I.Q. (*Indy Quotient*) points by finding subtle or ingenious alternatives. All the while exploring a stunning world of sights, sounds and characters—

many of which you didn't see in the film.

Use Lucasfilm's acclaimed—and enhanced—point n' click interface to toss off a sarcastic one-liner, sweet talk your way out of a tight squeeze, or just haul off and slug the sucker. And thumb through Henry Jones'



Knocking Nazis off precarious Zeppelin catwalks is all in a day's work in *Indy the Action Game*.



The trail to the Grail is strewn with rats, skeletons, and much, much worse in *Indy the Graphic Adventure*.

64-page Grail Diary for precious and fascinating clues.

We made a spectacle of ourselves.

Both games bring you the great graphics, exciting camera angles, and stirring sound tracks that made the *Indiana Jones* films so special.

Of course, our development team had the advantage of working with the people who made the movie. And that's how we made sure that when you step into *Indy's* shoes, your feet are planted firmly in the fire.

**LUCASFILM™
GAMES**



Action game available for Commodore 64, IBM, Atari ST and Amiga. Graphic Adventure available for IBM (includes AdLib™ sound card support), Amiga, and Atari ST. TM and © 1989 Lucasfilm Ltd. All rights reserved. Lucasfilm Games, *Indy*, and *Indiana Jones and the Last Crusade* are trademarks of Lucasfilm Ltd. IBM is a trademark of International Business Machines, Inc. Commodore 64 is a trademark of Commodore Electronics, Ltd. Amiga is a trademark of Commodore/Amiga Inc. Atari and ST are trademarks of Atari Corp. AdLib is a trademark of AdLib, Inc.

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Address _____

City _____ State _____ Zip _____

Telephone _____

Brand of home computer you play on?

☐ Commodore 64 ☐ Amiga ☐ Apple II ☐ IBM/Compatible

Apparel Sizes: T-Shirt _____ Shorts _____ Shoes _____

Age _____

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1. To enter, correctly hand print the names of any five Taito games and your name, address and zip code on an official entry form or a 3" x 5" card. Mail entries to: "Say Rap. Say Taito. Say Yo!" Sweepstakes, P.O. Box 7768, Woodside, NY 11377. Entries must be received by February 1, 1990. Only one entry per envelope. No mechanical reproductions permitted. Sponsor not responsible for lost, late or illegible mail. One prize per family.

2. Winners will be selected in a random drawing by the Independent Judging Organization, Inc., a subsidiary of Comart-KLP, and will be notified by mail. By entering the sweepstakes, entrants agree to these rules and the decisions of the judges. Odds of winning depend on the number of entries. Affidavits of eligibility and liability/publicity releases may be required for major prize winners (in case of a minor, their parent/guardian). Travel companion of Grand Prize winner must sign release. Void where prohibited or restricted by law.

3. One Grand Prize: A five-day trip for two to New York City consisting of round-trip airfare from the major airport nearest the winner's residence, four nights hotel accommodations, a visit to MTV studios and \$1,000.00 spending money. Winners under 18 must be accompanied by parent/guardian. Dates to be determined by sponsor. (Approximate Retail Value \$3,500.00.) 100 First Prizes: Reebok Hi-Tops. (ARV \$65.00.) 250 Second Prizes: Sideout Sportswear "Rap Ensemble," including T-shirt and pants. (ARV \$65.00.) 1,000 Third Prizes: Ray-Ban Drifter sunglasses. (ARV \$60.00.) No prize transfers or substitutions except by sponsor due to availability at time of drawing. Such replacement will be of equal or greater value.

4. Open to residents of the United States except employees and their families of Taito Software, Inc. and their promotion agencies.

5. For a list of major winners, send a self-addressed, stamped envelope to: "Say Rap. Say Taito. Say Yo!" Winners, P.O. Box 7769, Woodside, NY 11377.

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Sideout Sportswear T-Shirt
and Pants

1,000 Third Prizes
Ray-Ban Drifters

Back in the early Seventies, the only electronic game most people knew was Pong, the ultra-simple ball-and-paddle game. Primitive as it was, though, Pong opened people's eyes to the possibility of computers as entertainment. And when Atari introduced the 2600 Video Computer System in 1979, many people, for the first time, welcomed computers into their homes.

Today, approximately 13 percent of American households own a personal computer, and almost 25 percent have a video game system. Just as Americans have come to view the VCR as an essential part of a home video system, the computer is increasingly being accepted as a valuable device for entertainment and education. And it's great for playing games when you can't find any human opponents around.

The most popular toy in the country right now is the Nintendo Entertainment System, a sophisticated video game console that brings all of the excitement of the arcades to your TV screen. While the NES is most popular with teenage boys, more and more games for the system are being created with female and adult players in mind. As Nintendo's software library develops beyond shoot-'em-ups and run-and-punch games, the NES is gradually turning into a computer for the whole family.

Meanwhile, many players who grew up with the Atari 2600 have already graduated to full-fledged home computer systems, be they Commodore, Apple, IBM, Macintosh, or Amiga. Companies like Broderbund, Electronic Arts, Taito, and Lucasfilm have long been developing entertainment and education programs for personal computers, and dedicated gamers know that they offer some of the most involving, challenging competition around. Computer games range from arcade action to trivia games to sports contests to complex adventures in fully-realized imaginary worlds. For PC owners, there are dozens of games to suit just about any taste.

The latest developments are in games that you can take on the road. Electronic games don't always mean action and adventure; Saitek's computers provide you with a portable companion for playing chess, backgammon, or other familiar classics. Nintendo's Game Boy and Atari's Portable Color Entertainment System boast the most sophisticated portable fun yet, and dozens of hand-held devices from companies like Tiger offer exciting arcade action on-the-go.

The variety of the electronic arcade is expanding more and more every day. Whether you crave simple slam-bang action or a more strenuous intellectual challenge, the computer has become the best game-playing companion you could ever ask for.



CLOSE CALLS

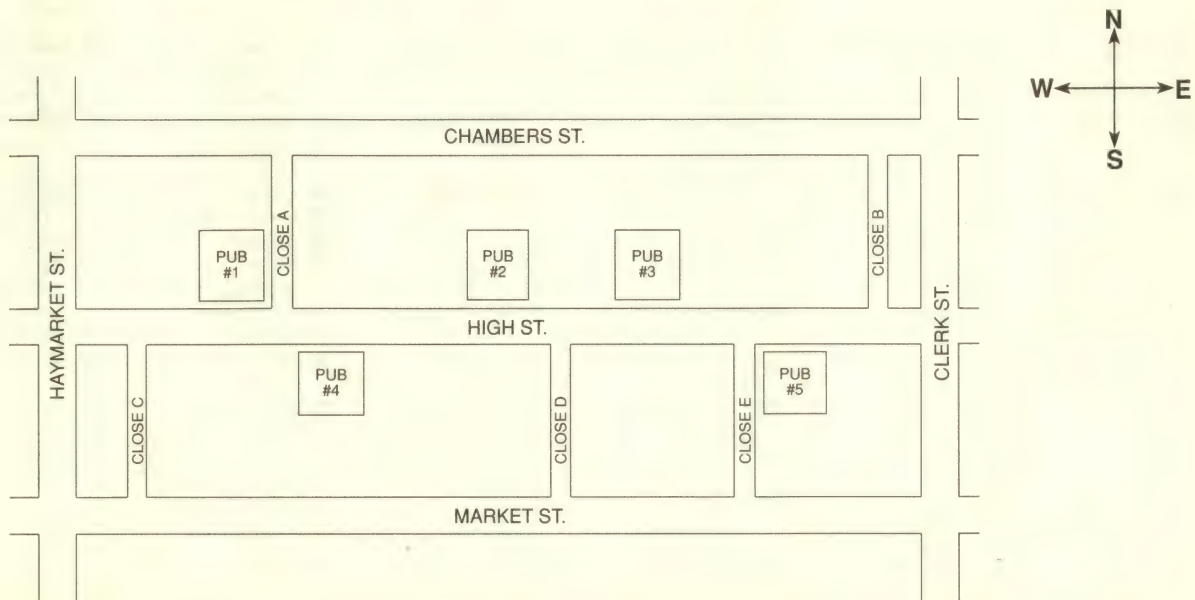
By Virginia McCarthy

★★★

Five American tourists who were traveling solo in England appeared simultaneously at Big Ben. After hearing each others' accents, they began chatting happily, and agreed to meet later that evening in a pub on High Street between Haymarket and Clerk Streets. Unfortunately, none of the travelers realized that there were five different taverns on that block. Two of the tourists approached High Street from Chambers Street (on the north) while the other three came from Market Street (on the south). Each man went through a different "close"—an alley—to get to High Street, and, as it happened, each settled into a different pub. Collectively, they used Advocate's Blackfriar's, Brodie's, Fisher's, and Jollie's Close. They went to The Cat & Cage, The Clydesdale, The Crown & Cushion, The Jolly Judge, and The Tilted Wig. The first names of the hapless travelers were Cal, Harry, Herb, Ronnie, and Teddy; and their last names were Adams, Jackson, Jefferson, Madison, and Monroe. Using the following clues, can you identify each pub and close on the map below, and identify which tourist, by his full name, went to each pub via which close?

CLUES

1. The two who came via Chambers Street went to pubs on different sides of High Street; one went through Brodie's Close, while the other went to The Jolly Judge.
2. Blackfriar's Close is to the east of The Cat & Cage and to the west of the pub that Monroe entered.
3. Harry walked past another close on the side of the street on which he emerged before he went directly across the street and into a pub.
4. Madison's trip to the pub that evening entailed exactly one crossing of High Street.
5. Upon emerging from a close, Jackson turned to his right and entered a pub on the same side of the street without walking directly past a pub on the other side of the street. The pub Jackson entered was not the westernmost pub on the block.
6. The Clydesdale (which is not the pub that Cal entered) is on the same side of High Street as Fisher's Close.
7. The man who used Advocate's Close turned to his left on High Street, then—without backtracking or crossing the street—stopped at a pub.
8. Both Herb and Adams came via Market Street; neither of them used Jollie's Close.
9. The two who did not cross High Street were Ronnie and the man who went to The Tilted Wig.

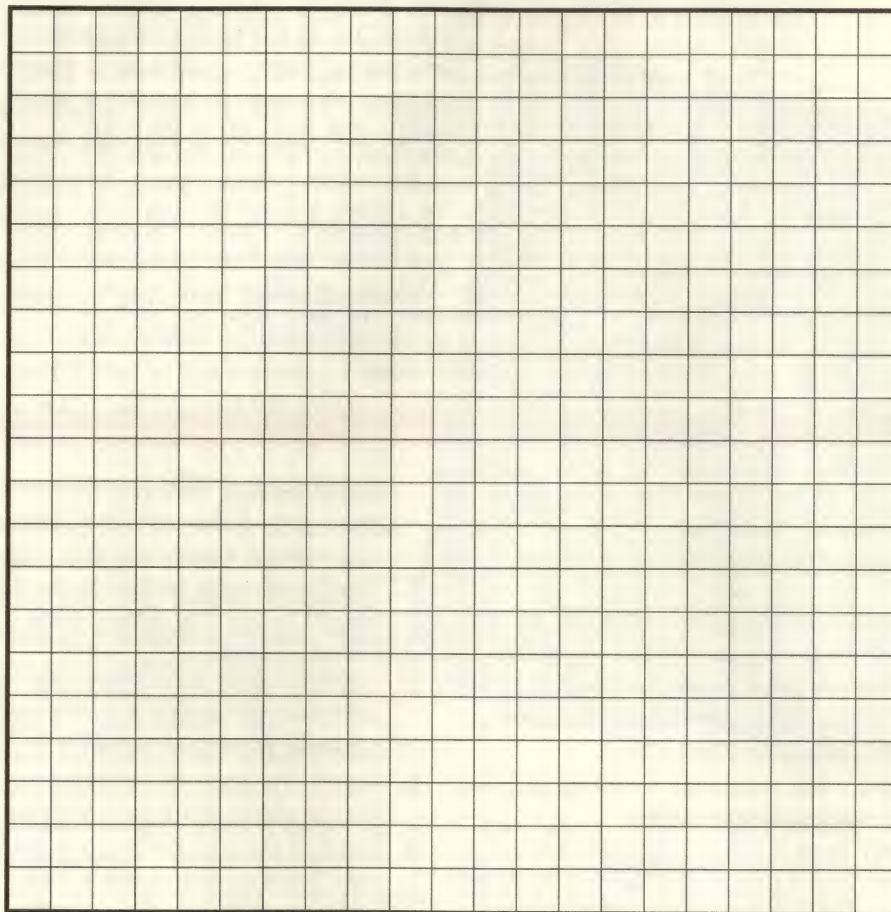


FOR MEMBERS ONLY

By Tom Allen

★★

This diagramless is 21 squares wide by 21 squares deep and has left-to-right symmetry. As a hint, the location of the starting square is given on the bottom left corner of page A14.



ACROSS

- | | | | | | |
|------------------------------------|---|--|---------------------------------------|---------------------------------|--|
| 1 Use a ladder | 31 Compound leaf stalk | 52 Golf course vehicles | 75 Conductor's baton raisings | 18 Scrabble piece | 37 Beat, as a heart |
| 6 Shutdown | 33 Orioles or Blue Jays: 2 wds. | 54 Outer: Prefix | 76 Camper's set of dinnerware: 2 wds. | 19 Policeman's stick: 2 wds. | 40 Grain container |
| 8 Athletes' hangout | 35 <i>Do the Right Thing</i> director Spike | 55 Singled out | | 20 Bank (on) | 42 Pitching stat |
| 10 Tramp | 36 Like an unshakable alibi | 57 Hooter | | 21 Series ending abbr. | 49 Relative of lotto |
| 11 Evening, in ads | 38 Slippery | 59 The Literary Guild, for one: 2 wds. | | 22 Fuse | 50 Dele-canceling word |
| 12 Part of TGIF | 39 Epsom Downs race | 61 Bisect | | 24 Creche figure | 51 Putters and pitching wedges: 2 wds. |
| 13 Impresario Hurok | 41 Fall to pieces | 62 Base-stealer Brock | | 25 Autumn mo. | 52 Porterhouse alternative: 2 wds. |
| 14 Food, informally | 43 "Whoops!" | 63 Provoke, as trouble: 2 wds. | | 26 River | 53 Drunkards |
| 16 Invigorates, with "up" | 44 Humorous in a droll way | 64 Nut's partner | | 27 Cabaret | 54 Tan hue |
| 17 Reporters' bosses | 45 Oahu souvenir | 65 Watch chain | | 28 Wisconsin farms | 56 XC times V |
| 19 Witch's concoction | 46 Pronoun type: Abbr. | 66 Give the cold shoulder | | 29 Musketeer, at times | 58 Cherry or pine |
| 23 "So long," south of the border | 47 Craggy hill | 67 LPs' successors | | 31 Theater districts | 60 Family |
| 24 It was first visited on 7/20/69 | 48 Taste a lollipop | 68 The whole shebang | | 32 Grow suddenly taller: 2 wds. | 68 Homecoming guest, for short |
| 28 Tried to lose? | 50 Loose language | 70 Faucet | | 33 Plays in the alleys | 69 Canter |
| 30 Annex | | 73 Pumps up the volume | | 34 Sandwich need | 71 Voting "nay" |
| | | | | 36 Sour-tasting | 72 Subtle "hey, you!" |
| | | | | | 74 ___ Moines |

DOWN

- | | | |
|-----------------------------|---------------------------------|--|
| 1 Party mixer: 2 wds. | 18 Scrabble piece | 37 Beat, as a heart |
| 2 Timber wolf | 19 Policeman's stick: 2 wds. | 40 Grain container |
| 3 Suffix meaning "somewhat" | 20 Bank (on) | 42 Pitching stat |
| 4 Subatomic particle | 21 Series ending abbr. | 49 Relative of lotto |
| 5 Husky fellows | 22 Fuse | 50 Dele-canceling word |
| 6 Dress | 24 Creche figure | 51 Putters and pitching wedges: 2 wds. |
| 7 Hinders legally | 25 Autumn mo. | 52 Porterhouse alternative: 2 wds. |
| 8 The height of fashion | 26 River | 53 Drunkards |
| 9 Congers | 27 Cabaret | 54 Tan hue |
| 15 Extensively | 28 Wisconsin farms | 56 XC times V |
| 16 Gathered together | 29 Musketeer, at times | 58 Cherry or pine |
| | 31 Theater districts | 60 Family |
| | 32 Grow suddenly taller: 2 wds. | 68 Homecoming guest, for short |
| | 33 Plays in the alleys | 69 Canter |
| | 34 Sandwich need | 71 Voting "nay" |
| | 36 Sour-tasting | 72 Subtle "hey, you!" |
| | | 74 ___ Moines |

DOUBLE CROSS

By Becky McKibben

★★★

Directions appear on page 34.

1Q		2H	3F	4N	5C	6P	7E		8J	9R	10S	11T		12G	13H	14K	15D	16R	17P		18Q	19I
20L	21D	22E		23N	24H		25F		26M	27H	28D	29Q		30F	31M	32R	33P	34L	35Q		36A	37G
38K	39Q	40R	41N		42T	43E	44G	45M	46Q	47K	48R	49B	50O		51T	52F	53H	54M		55P	56Q	57E
	58D	59N	60J	61L		62R	63P		64H	65J		66N	67D	68E	69S	70B		71T	72B	73J	74Q	75P
76I	77F		78L	79I	80B	81D	82E		83C	84Q	85R	86D	87N	88I	89J	90C		91A	92C	93O		94R
95P		96L	97D		98D	99E	100A		101B	102L	103Q	104C	105T	106F	107H	108R	109D	110G	111O		112S	113Q
	114S	115D	116R	117N	118I		119T	120G	121S	122J	123M	124C		125R	126D		127K	128B	129M	130I	131N	132O
	133E	134H	135T		136E	137A	138O	139J		140M		141G	142T	143I		144Q	145C	146J	147D	148E		149A
150P	151B	152D		153K	154G	155R		156T	157B	158N	159M		160K	161P		162K	163P		164N	165T	166R	167F
168L		169A	170G	171E	172K	173L	174R	175Q		176F	177I	178M	179E	180O	181C	182D		183E	184O	185J	186M	

A. Dog, in baby talk

36 91 149 169 137 100

B. Canines

101 70 157 151 49 128 80 72

C. Contradicting

92 83 124 5 145 104 181 90

D. Reason for a vacation (3 wds.)

28 152 67 21 182 86 115 98 126
147 15 109 81 58 97

E. 1974 bestseller on the Manson murders (2 wds.)

133 57 183 171 43 82 7 148 22
136 179 99 68

F. Lassitude

3 106 167 30 25 52 176 77

G. Said with raised voice and fist-pounding

37 12 44 154 120 110 170 141

H. Japanese admiral portrayed in *Tora! Tora! Tora!*

13 2 107 27 64 134 24 53

I. Indicator of vitality, in palmistry

76 88 79 177 19 130 143 118

J. Developing into bone

73 60 185 122 8 65 146 89 139

K. Puts up with

14 153 160 162 47 38 172 127

L. Science of classification

61 78 102 20 34 173 96 168

M. Substance in a futuristic energy chamber

45 123 159 140 54 31 178 186 129 26

N. The Fourth Estate, traditionally

131 41 4 158 66 23 164 59 87 117

O. Only large placental mammals in Australia before European colonization

50 180 138 132 184 93 111

P. Equal (hyph.)

17 150 95 55 163 161 33 63 75 6

Q. Directing, as from behind the scenes

39 46 103 56 29 144 113 74 18
175 1 84 35

R. Undisclosed purpose (2 wds.)

174 16 48 108 166 9 94 116 40
62 85 125 32 155

S. Certainly (sl.)

10 112 69 121 114

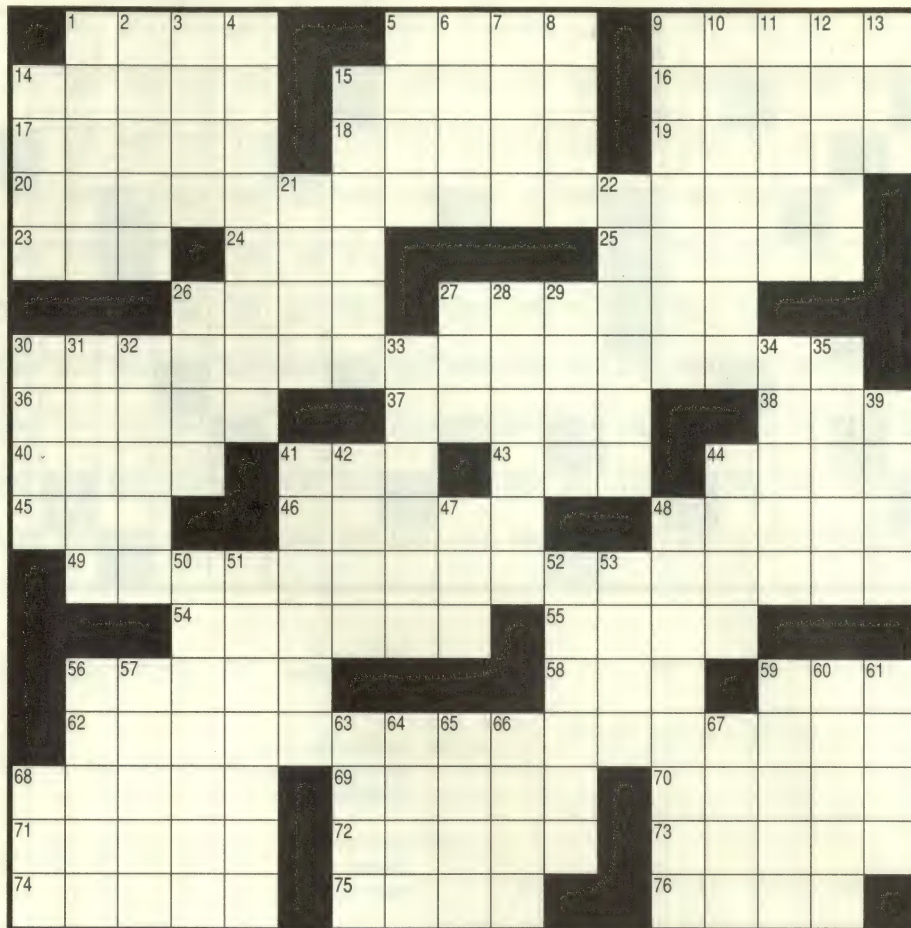
T. Some heavenly bodies—or circus notables? (2 wds.)

11 135 165 119 51 42 105 142 156 71

EXPANSION TEAMS

By Henry Hook

★★★



ACROSS

- 1 Berlin accord?
 5 The Vikings landed there
 9 "___ Gigolo"
 14 Meal on a stick
 15 It's simply not done
 16 Dictionary item
 17 Put on the tinsel
 18 Shelter of greenery
 19 Use a pad on a pan
 20 Team that goes overboard?
 23 Alien's lang. course
 24 Actress ___ Dawn Chong
 25 Collapses
 26 Drop
- 27 Spirited session
 30 Team that takes their cue?
 36 "To fetch ___"
 37 Pay homage to
 38 Modus operandi
 40 Render readable
 41 Home repair agcy.
 43 One-time Poet Laureate Henry J. ___
 44 "Take this"
 45 Horsefeathers
 46 Sugar, to some coffee drinkers
 48 Wyeth model
 49 Team to tolerate?
 54 '70s First Family
 55 Capitol cap
 56 Prop up
 58 It may have a ring(ing) in it
- 59 ___ Darya (Asian river)
 62 Heavily-armed team?
 68 ___ Pa Kettle
 69 "Uncle!"
 70 Hose down
 71 "___ vincit amor"
 72 100 Ecuadoran centavos
 73 Sites for castaways
 74 Kid siblings?
 75 Quarterback's command
 76 Slick
- 3 The Miracle Worker actor Victor
 4 Quirky
 5 Actress Dusay of Bret Maverick
 6 Lane with many curves
 7 Seek truffles
 8 Arrange the mail
 9 Angela's TV role
 10 Lay bare
 11 14 pounds
 12 Hernia aid
 13 Scottish port town
 14 Xanadu resident
 15 Learn to like
 21 One way to travel
 22 Set off
 26 "What ___?"
 27 Suppertime, maybe
- 28 Pass by
 29 Side (with)
 30 Ebsen/Ryan/Douglas costar
 31 "What's ___?"
 32 1988's top-selling pop album
 33 Olympic long-jump record-holder Bob
 34 Harp (on)
 35 Specialist with drills?
 39 No noes
 41 Straw-colored
 42 Sci-fi award
 44 "... oh, where can ___?"
 47 Mr. Rogers' neighborhood?
 48 It's operated with a handle
- 50 Peeved
 51 Locusts
 52 "___ Fideles"
 53 Howl with laughter
 56 Point the finger at
 57 Imitation moroccos
 59 "I am as strong as ___ moose...": T.R.
 60 Saunter
 61 Plays for a sucker
 63 Intolerance star
 64 Iso-
 65 Lottery player's aid?
 66 Green acres
 67 Patriots fullback Tatupu
 68 Head of hair

DOWN

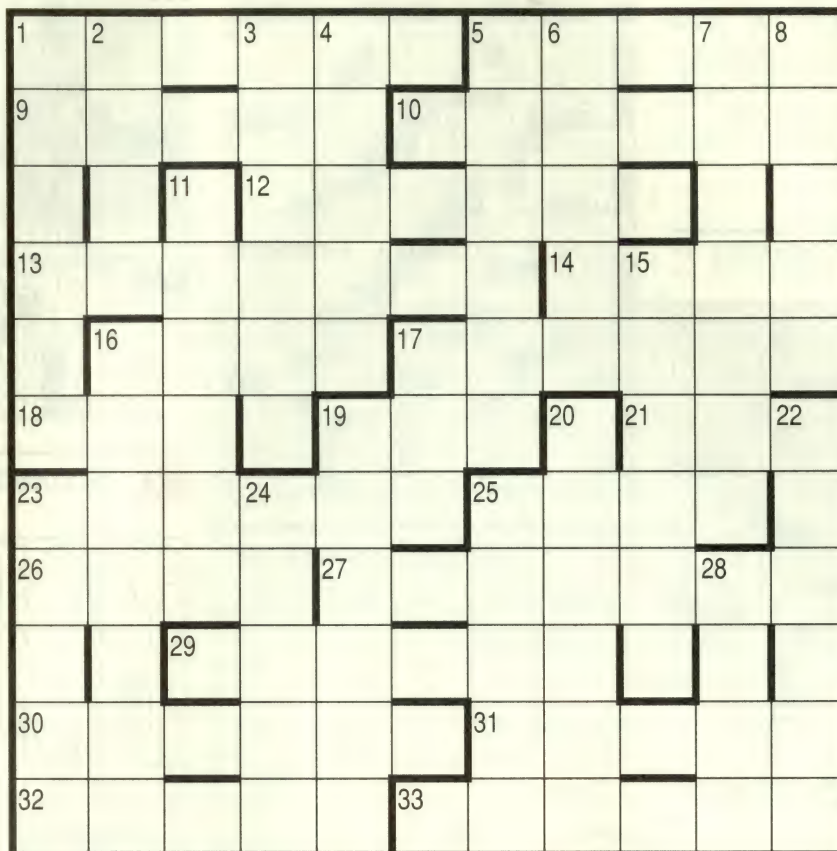
- 1 Some Chinese antiques
 2 "... ___ of cherries"

NO STRINGS ATTACHED

By Julian Ochrymowych

★★★

The answers to most of the clues below should be entered into the grid as usual. In nine cases, however, the title of the puzzle should be kept in mind when writing in the answers. Answers include five proper names and a relatively uncommon word at 23-Down.



ACROSS

- 1 Holds page in seminar
 5 Sniffed the odor of fish
 9 Prince of rock brought back *A Fifth of Beethoven*
 10 Am naughty, taking in fool or diplomatic agent
 12 Fiancée jumps in odd positions—lying flat on her back?
 13 Canoe I wrecked near a Pacific area
 14 Determined last place finisher, returning with Western Indian
 16 Audio equipment for actor Richard
 17 Makes \$100 sailing vessels
 18 Seraph traveling north to make a point

- 19 Entreat, without right to compensate
 21 Fishing device freely winds bit of line (2 words)
 23 Takes frayed tassel
 25 Voodoo ritual presents means of access
 26 Lawbreakers mug rivals, too
 27 Declared a Communist, taking gun back
 29 Dogs' collars in revealing pictures
 30 Ed filed deed wrongly, before "E"? Nonsense!
 31 Western omelet originally consumed by restaurant's head
 32 Indians lead off championship baseball games
 33 Lynn's upset, having hole in stockings

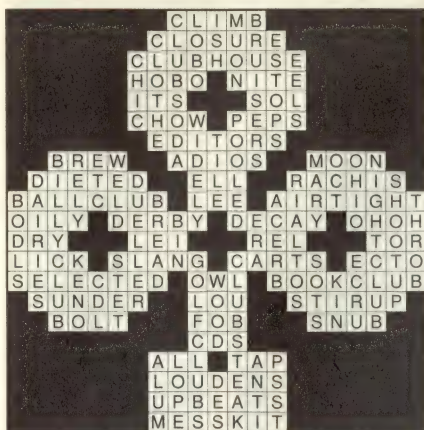
DOWN

- 1 Staffs one hundred castles
 2 Liberal spy organization upset nonprofessional person
 3 South in the distance I hunt for animals
 4 Tape material from perverse phone call with energy
 5 Smudgy, fuzzy rays enveloping me
 6 A rum uprising about a woman's name
 7 Roe BLTs: newfangled seafood
 8 Rock—or it's some classical music
 11 New Hampshire town Republican is more enthusiastic

- 15 Try heartless elf for treason initially
 16 Forget head of government—have another election coming up (2 words)
 17 Female names beat-up cab "Ceres"
 19 They really fly in passing lanes
 20 A lord's drunk in the back
 22 Boys surrounding ... um ... dockworkers
 23 Ancient Greek measure of dates, nuts
 24 Assistant rounds road curve to the left, perhaps
 25 Praised toy eccentric as one entrusted with safekeeping
 28 Smooth stocking like veneer

P L U S

A10 FOR MEMBERS ONLY

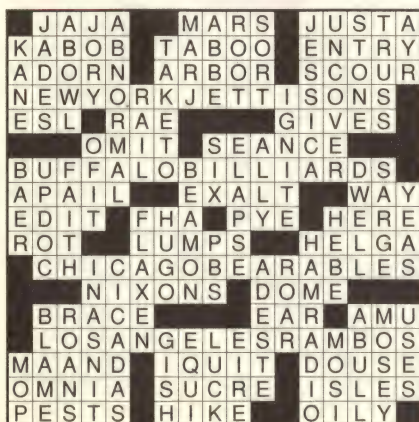


A11 DOUBLE CROSS

- A. BOWWOW
- B. EYETEETH
- C. NEGATING
- D. CHANGE OF SCENERY
- E. HELTER SKELTER
- F. LETHARGY
- G. EMPHATIC
- H. YAMAMOTO
- I. LIFELINE
- J. OSSIFYING
- K. STOMACHS
- L. TAXONOMY
- M. ANTIMATTER
- N. NEWSPAPERS
- O. DINGOES
- P. FIFTY-FIFTY
- Q. ORCHESTRATING
- R. ULTERIOR MOTIVE
- S. NATCH
- T. DWARF STARS

I always find myself alone at a race, having become separated from the rest of my party shortly after entering....One of my few excitements at horse racing is seeing how long I can stick with the rest of my party without getting lost.—(Robert Benchley), *Benchley, Lost and Found*

A12 EXPANSION TEAMS



A9 CLOSE CALLS

Since Jackson did not use close A to get to pub #1, he must have used close E to get to pub #5 (clue 5). Harry, who crossed the street to get to his pub, cannot be Jackson, so he went to pub #3 via close C (clue 3). Advocate's Close, whose user turned left to find a pub, must be A or D, which would lead to pub #2 or #4, respectively (clue 7). Since either close A or close B (and not close D) was used to get to pub #4 on the south side of the street (clue 1), Advocate's Close must be close A, and its user went to pub #2. Close B, then, is Brodie's close and was used to get to pub #4, while pub #2 is The Jolly Judge (clue 1). By elimination, the user of close D went to pub #1.

The two men who did not cross High Street, then, are the one who went to The Tilted Wig (pub #5) and Jackson (at pub #5), who are, respectively, Ronnie and the man who went to The Tilted Wig (clue 9). Since Fisher's Close must be on the south side of High Street, The Clydesdale can only be pub #4 (clue 6). Blackfriar's Close, to the east of one pub and to the west of a pub other than #5, can only be close D (clue 2). Hence, The

Cat & Cage is pub #1 and Monroe went to pub #3, which is, by elimination, The Crown & Cushion.

Of the three men who came via Market Street (clue 8), Adams can only be the one who used close D and Herb the one who used close E (Jackson); hence Jollie's Close is close C and Fisher's Close is close E. The man who went to The Clydesdale—not Cal (clue 6)—is Teddy. Cal, by elimination, is Adams. Madison, who crossed the street to get to a pub (clue 4), can only be Teddy, and Jefferson, by elimination, is Ronnie.

In summary:

Cal Adams went to The Cat & Cage (pub #1) via Blackfriar's Close (close D). Herb Jackson went to The Tilted Wig (pub #5) via Fisher's Close (close E). Ronnie Jefferson went to The Jolly Judge (pub #2) via Advocate's Close (close A). Teddy Madison went to The Clydesdale (pub #4) via Brodie's Close (close B). Harry Monroe went to The Crown & Cushion (pub #3) via Jolly's Close (close C).

CONTEST RESULTS

From June/July

FRACTURED PHRASES

Over 8,600 entries for "Fractured Phrases" make it the most popular contest in Pencilwise Plus's history, beating out last issue's record-setter, "Type Cast." The object was to determine what familiar phrase or title each of the 15 lines of words represented. For example, "Frog, turf, races," "Fir, rack, toured, fray, sis,"

and "Four, axe, shirt, four, razors" would all be answered by the title of this contest. (These were just a few of the dozens of fractured versions that readers put on their envelopes.)

The answers to the contest, correctly "translated" by more than 90% of the entrants, were:

1. *Raiders of the Lost Ark*
2. Four score and seven years ago
3. *The Scarlet Letter*
4. "Hickory Dickory Dock"
5. *The Picture of Dorian Gray*
6. E pluribus unum
7. Eight ball in the side pocket
8. Meanwhile, back at the ranch
9. All dressed up and no place to go
10. Speak softly and carry a big stick
11. "Last Train to Clarksville"
12. Jimmy crack corn and I don't care
13. One potato, two potato
14. A big fish in a little pond
15. I pledge allegiance to the flag

The \$100 grand prize winner, chosen at random from among the correct entries, is Amanda Hill of Vincennes, Indiana. Due to the unusually high number of entries, we've doubled the number of runner-up GAMES T-Shirt prizes from five to ten. They go to: Barb Doyle, Muskego, WI; Mark Hoffstatter, Kingston, NY;

Melissa Houck, Crumpler, NC; Tammy Kurz, Miami, FL; Doug Mason, Wyoming, MI; George McFarlane, Sacramento, CA; John Peterson, Chantilly, VA; William Richards, Tuscon, AZ; Cris Stone, Gaithersburg, MD and Sheryl Watterud, Wenatchee, WA.

—Peter Gordon

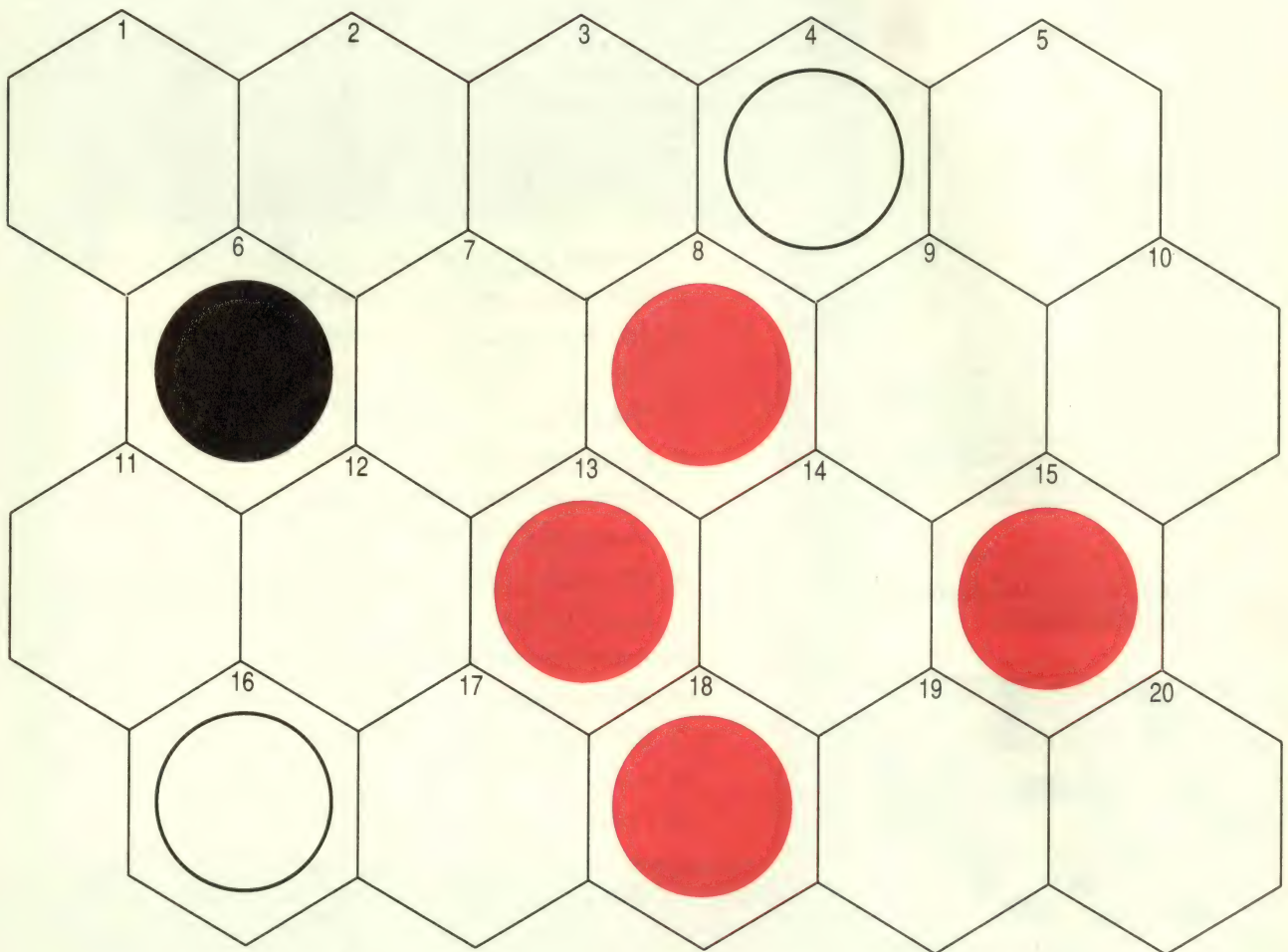
Grand Prize
\$100
5 Runner-Up Prizes
A GAMES T-shirt

CHAMELEON CHESS

By Marek Penszko

★★

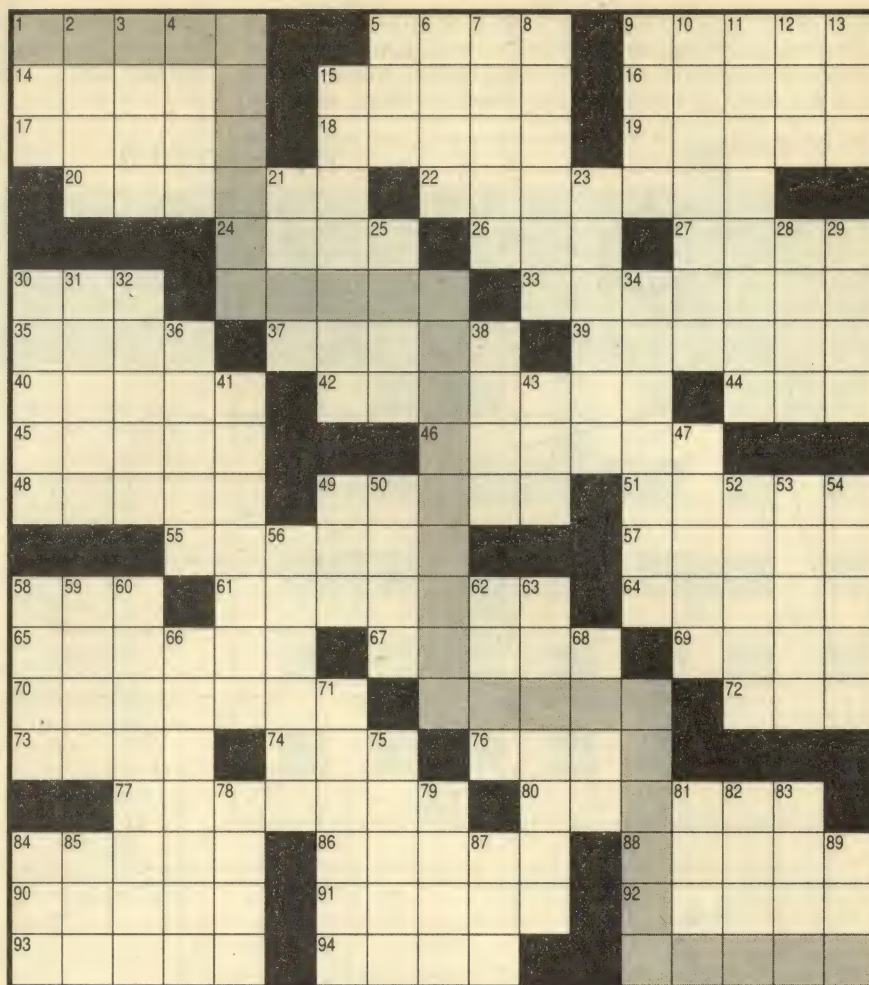
In chameleon chess, pieces can move one hexagon at a time in any direction, and they can assume one of three colors—black, white, or red. A change of color occurs when a player makes a move that results in two pieces of different colors appearing on adjoining hexagons with all the hexagons adjacent to them empty. Then both pieces simultaneously change to the third color. For example, in the game situation below, if you moved the white piece on space #16 to #11, both it and the black piece on #6 would turn red. It's your turn below, and according to the rules of the game, you want to make the fewest number of moves that will change all the pieces to the same color. How many does it take? Write down your moves, and send them (with your name and address) to: Chameleon Chess, GAMES, 810 Seventh Avenue, New York, NY 10019. Entries must be received by December 1, 1989. You may enter as many times as you wish, but each entry must be mailed separately. Ties will be broken by random draw.





WILL SHORTZ

This year marks the 25th anniversary of the "Stepquote," a crossword featuring a quotation running in stairstep-fashion down the grid. The invention of Eugene T. Maleska (above), now the crossword editor for the *New York Times*, the puzzle made its controversial debut in the *Times* back in July 1964. Many solvers at that time couldn't make heads or tails of the puzzle gimmick, and the paper was deluged with complaints. Today, however, the Stepquote is one of crossword puzzling's standards. The new puzzle on this page is based on a favorite quotation of Maleska's, which he has been saving a long time for a special occasion. Happy 25th birthday to the Stepquote!



ANSWER, PAGE 53

ACROSS

- 1 Stepquote
- 5 I.R.A., for one
- 9 Author of the Stepquote
- 14 Wing-shaped
- 15 Whom Moslems praise
- 16 Sight at New Orleans
- 17 "Vive ___!" (old French cry)
- 18 Tropical climber
- 19 Coeur d'___, Idaho
- 20 The sun
- 22 Persephone's mother
- 24 Bedouin
- 26 "Runaway" singer Shannon
- 27 Cobbler's equipment
- 30 TV character from Melmac
- 33 Studio time
- 35 Embezzler's target
- 37 Below, in poesy
- 39 *Amadeus* setting
- 40 *Brigadoon* costume designer's choice
- 42 Spent
- 44 Pickpocket
- 45 Still kicking
- 46 Shepherd's home
- 48 The Holy Grail, e.g.
- 49 Digression
- 51 Robot's creator
- 55 Fabric first made in 1941
- 57 Like a tumbler
- 58 Battle of Britain VIPs
- 61 Near-sighted cartoon character
- 64 Pony Express method
- 65 Minos's mother
- 67 Two-dimensional
- 69 Old-fashioned teaching method

- 70 Pays a short visit
- 72 Hall-of-Famer Williams
- 73 Word above WALK
- 74 Tortoise's snapper
- 76 Get the wash ready
- 77 Necessities for hay fever season
- 80 Mary Hart of *Entertainment Tonight*, e.g.
- 84 Jim Croce's "I Got ___"
- 86 Miss USA prop
- 88 First all-electronic computer
- 90 Source of the Stepquote, March 15, 1963
- 91 Plume source
- 92 Scout leader?
- 93 Express checkout units
- 94 Aptly named English poet

DOWN

- 1 Sidekick
- 2 Butter substitute
- 3 Viscount's superior
- 4 Walked on
- 5 Noted retiree of 1979
- 6 Habilimented
- 7 Thrashed
- 8 Henley Regatta site
- 9 Motorist's headache
- 10 Flack's issuance
- 11 Break a watch, perhaps
- 12 Hundredth of a Brunei dollar
- 13 Pipe joint
- 15 Pacified
- 21 Algerian port
- 23 Soccer squad
- 25 Ham's father?
- 28 Anderson of *WKRP* fame
- 29 Quick pic
- 30 How some stocks are sold
- 31 Charles de Gaulle's birthplace
- 32 Show one's inability to swim
- 34 Liqueur-brandy cocktail
- 36 Boiling over
- 38 Left in a hurry
- 41 Leaves in a hurry
- 43 Miami-to-NYC heading
- 47 Tavern order
- 49 Pitcher's "soupbone"
- 50 All, for one
- 52 Series starter, often
- 53 Delight
- 54 Entered, as computer data
- 56 Metropolitan business weekly
- 58 Funnyman Foxx
- 59 Gold: Prefix
- 60 Land abutting the street
- 62 Klutzes
- 63 Sandlot game
- 66 Best
- 68 River that gave Iberia its name
- 71 Like German words after "das"
- 75 Stocking shade
- 78 Pictures
- 79 Pulitzer poet Teasdale
- 81 ___ about (roughly)
- 82 ___-Soviet relations
- 83 Words from an Exeter exiter
- 84 Bird: Prefix
- 85 "The Road ___ Taken," (poem by 9-Across)
- 87 Cherry, e.g.
- 89 Barracks feature

SMALL, MEDIUM, OR LARGE? ☆☆

BY NICK NORTH

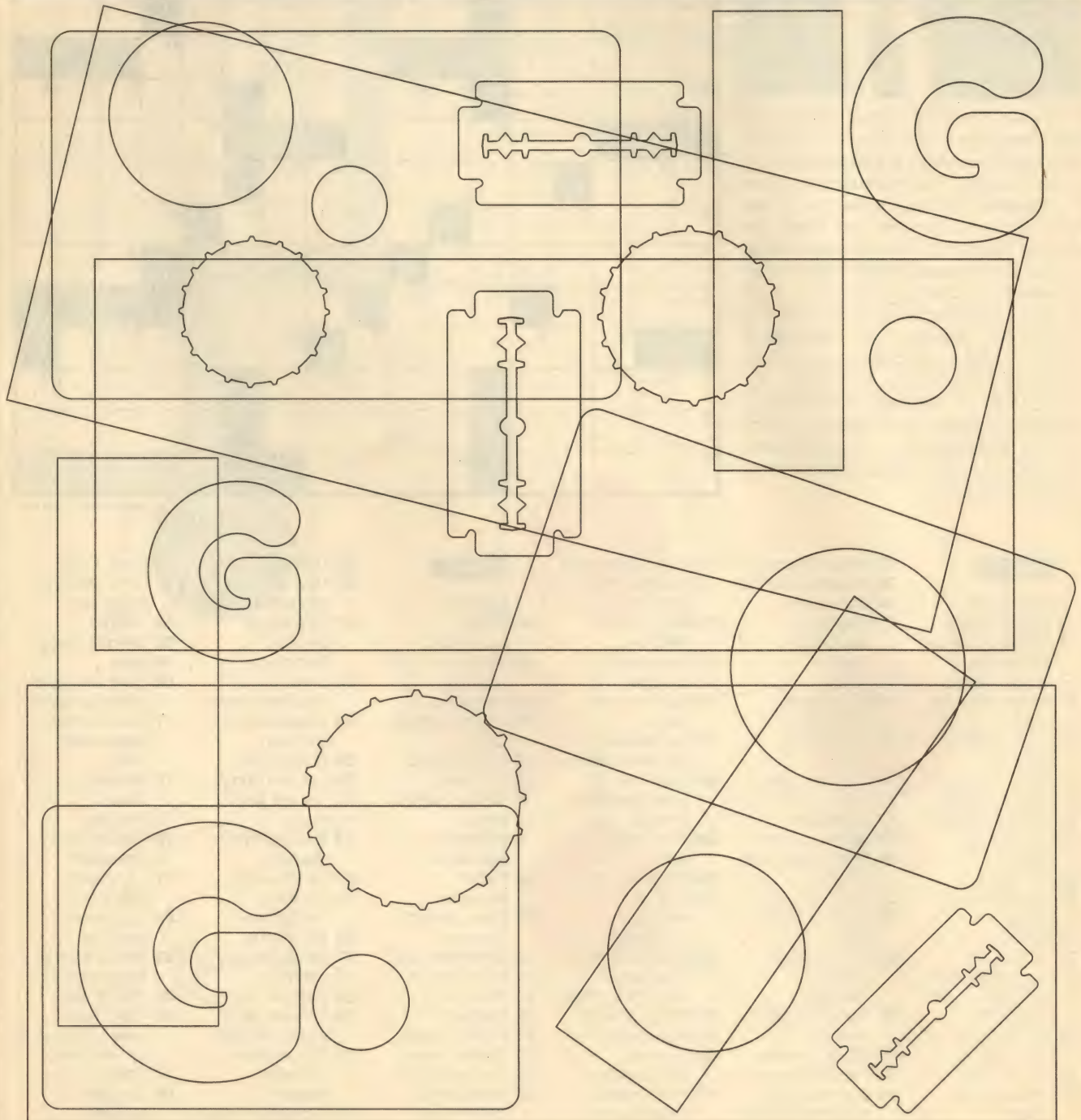
Below is a jumble of outlines of objects. The outline of every object on the list can be found in the heap, appearing in its correct size. Unfortunately, for every outline that's correct there are two that aren't. Just pick the one—small, medium,

or large—that's the right size for each item. Well, that's about the size of it, so you may begin when ready. Checking with the real McCoy's, of course, is not allowed.

ANSWERS, PAGE 55

ITEMS TO FIND

A dollar bill A credit card A razor blade An M & M
The "G" in the GAMES cover logo A ping-pong ball A stick of Wrigley's chewing gum
A Coca-Cola bottle cap



CRYPTIC CROSSWORDS ★★★

Each clue in a cryptic crossword contains two parts: a definition of the answer and a second description of it through wordplay. Finding the dividing point between parts is the key

to solving. Watch for anagrams, hidden words, charades of two or more smaller words, and other language tricks. Puzzle 2 is harder than Puzzle 1.

ANSWERS, PAGE 55

PUZZLE 1 BY FRASER SIMPSON

ACROSS

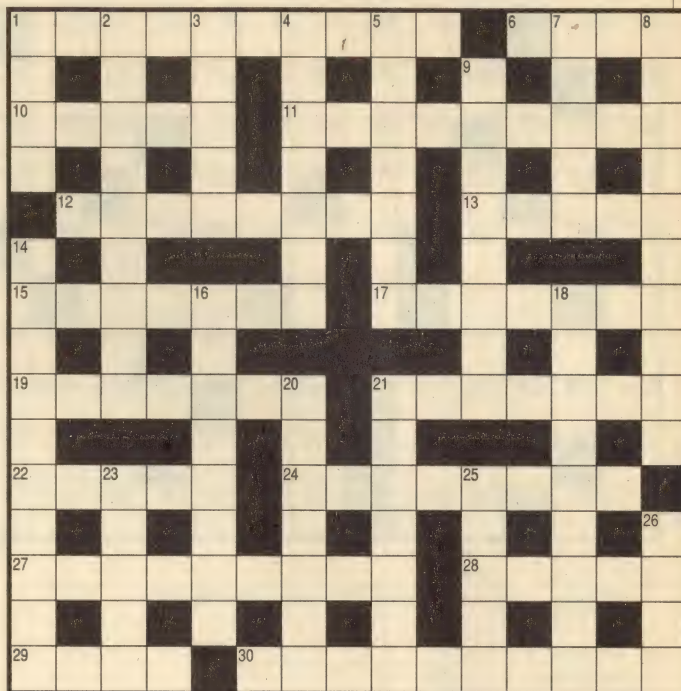
- 1 Very good sound meter is smashed (10)
- 6 On reflection, adds water to hearty dish (4)
- 10 Bee finished circling end of flower (5)
- 11 Warned I counted a variable (9)
- 12 Braided item tossed into play (8)
- 13 Taken to court with last of obscene material (5)
- 15 Simple as 1 + 9 (7)
- 17 At end of day, detach sails set out in a boat (7)
- 19 Turned to trade winds (7)
- 21 Stud coy about ownership (7)

- 22 Hermit left Nevada city heading west (5)
- 24 Mother with 1,000 insects—big ones (8)
- 27 Wins *Omni* acclaim covering sheep counter? (9)
- 28 Best Scrabble piece turned over beside E (5)
- 29 Irritate ancient France, by the sound of it (4)
- 30 Protected woman wanted after end of April (10)

DOWN

- 1 Detergent brand not free for the audience (4)
- 2 Finance expert minces too flamboyantly (9)
- 3 All rise at the end particularly (5)

- 4 Announce real changes after last month (7)
- 5 College friend follows us most of the time (7)
- 7 Rigid present, for one (5)
- 8 Mix dyes and sew the middle of every week (10)
- 9 Analyzes princess's religious groups (8)
- 14 Guarding father, fishing from a motorboat (10)
- 16 Breaks in winter, I'm suggesting (8)
- 18 Floss substitute too wide to go around front of plate (9)
- 20 Rather wet map ruined, in bowl (7)



- 21 Amusing company with false claim (7)

- 23 Astronauts left in the nose? (5)
- 25 Ontario's capital

- divided by a Verdi work (5)
- 26 Metal guide (4)

PUZZLE 2 BY TRIP PAYNE

ACROSS

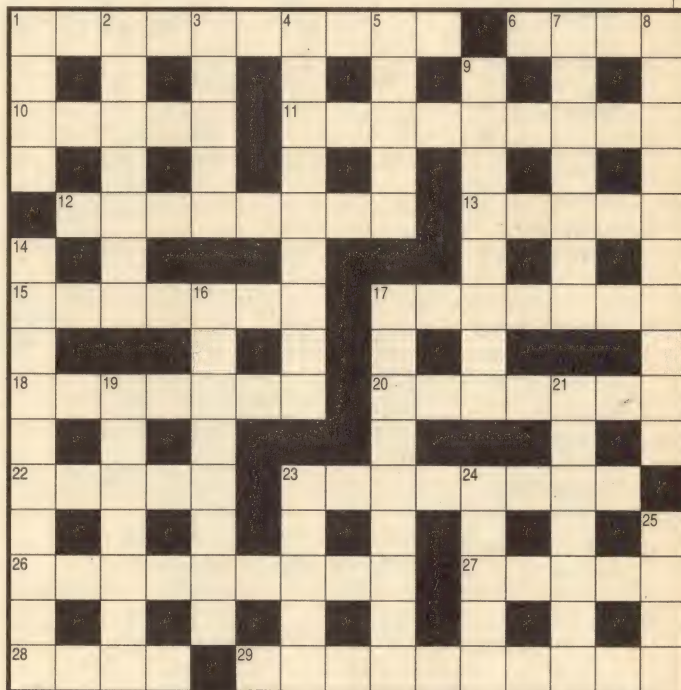
- 1 Winter coat worn for a mixer (5,5)
- 6 Stevie Wonder has inner vision (4)
- 10 Put out one grade (5)
- 11 Girls' magazine envisioned to feature contest (9)
- 12 You and I at ends of cowboy pictures (8)
- 13 Put it in the church income (5)
- 15 Jerk wearing gem in sight (7)
- 17 Loot in pouch hidden in file (7)
- 18 West Indies island is a danger in disguise (7)
- 20 Struggle as one captures comedian (7)

- 22 Announced veto cuts (5)
- 23 Destroy East bloc barrier (8)
- 26 Abstract art's model painter (3,6)
- 27 That certain something one's lacking at 100 miles per hour (5)
- 28 Assistant's bad idea (4)
- 29 Former veep corruptly gains power (5,5)

DOWN

- 1 Read story's end (4)
- 2 In total, the war god is the most intimate (7)
- 3 100 went away—parted (5)
- 4 Pacino enters European nation from a southern country (9)

- 5 Street between eastern and southern edges (5)
- 7 Perversely, I retain resistance to change (7)
- 8 Woman originally not nice enough to talented child (10)
- 9 In position giving an example (8)
- 14 Ugly woman with a French author's cheese (10)
- 16 Tribe member calms an eccentric with bit of narcotic (8)
- 17 It's less common to return capturing the heart of admissions officer (9)
- 19 Closed holding company and wrote secret messages (7)



- 21 Wise man's alone on Monday (7)
- 23 Translation of

- Paton is available (2,3)
- 24 Bouquet from a

- city of Italy (5)
- 25 Bully eating hot food (4)

DOUBLE CROSS ★★

BY MICHAEL ASHLEY

Answer the clues for words to be entered on the numbered dashes. Then transfer the letters on the dashes to the correspondingly numbered squares in the puzzle grid to spell a quotation reading from left to right. Black squares separate

words in the quotation. Work back and forth between grid and word list to complete the puzzle. When you're done, the initial letters of the words in the word list will spell the author's name and the source of the quotation.

ANSWER, PAGE 60

1V	2N		3R	4U	5A	6G	7E	8P	9F	10J	11S		12C	13U	14T	15X	16N	17W	18I		19P	20M	21W	22R
23H		24G	25W	26O	27P	28R	29T	30U	31H	32A	33S	34L		35E	36R	37M	38W	39N	40O		41V	42H	43D	44P
45G	46L	47U		48I	49R	50H	51O	52J		53D	54T	55G	56P	57L	58U	59M	60I	61N	62C	63W	64K		65S	66Q
67X	68U		69G	70D	71T		72W	73O	74L		75F	76P	77D	78N	79I	80U		81L	82H	83F	84E		85O	86K
87T	88U	89A	90I		91S	92H	93O	94Q	95X	96L	97K		98D	99C	100X		101G	102J	103I		104R	105S	106H	107L
108D		109Q	110T		111W	112I		113T	114B	115F		116H	117C	118Q	119I	120L		121T	122R		123G	124F	125T	126N
127C	128B		129P	130L	131X		132D	133A		134M	135O	136T	137A		138T	139R	140U	141F	142G	143D	144E		145W	146I
147U	148P	149B	150G	151T		152A	153U		154R	155D	156W	157H	158I		159U	160E	161L		162A		163H	164G	165T	166K
167O		168D	169V	170P		171C	172I	173B		174W	175T	176L	177Q	178D	179R		180F	181V		182U	183T	184O	185V	186Q
187W	188I		189D	190P		191B	192F	193E	194J	195G	196M	197V	198R		199T	200D								

A. ___ Falls, Oregon 137 5 162 32 89 133 152

B. "House" in a Poe story 149 128 114 173 191

C. Pre-pushbutton telephone 12 171 62 99 117 127

D. Heroine of a Chaucer tale (4 wds.) 189 43 77 108 132 53 143 155 70
168 178 200 98

E. Word before "trap" or "snake" 144 160 193 7 35 84

F. Free-choice course at college 115 124 141 9 75 180 83 192

G. Author of *I, Robot* (2 wds.) 6 45 55 101 24 123 150 195 164
69 142

H. Group founded by Juliette Low in 1912 (2 wds.) 23 82 106 157 31 116 42 50 92 163

I. American photographer of *The Cats of Wildcat Hill* (2 wds.) 188 158 48 60 90 103 119 146 18
79 112 172

J. McNally's map partner 194 10 102 52

K. Roy Orbison's "___ the Lonely" 86 97 166 64

L. Sharp-witted fellow (2 wds.) 34 46 57 96 120 161 74 81 107

M. Hard, dark wood 196 134 20 37 59
130 176

N. Temperance leader Carrie 78 126 2 16 39 61

O. U.S. Open tennis champ from Ostrava, Czechoslovakia (2 wds.) 73 184 135 26 51 93 40 85 167

P. Best Picture of 1944 (3 wds.) 129 190 8 44 27 56 19 76 148 170

Q. Founder of an "overnight" empire 66 109 177 94 118 186

R. Zorro and Jesse James portrayed on film (2 wds.) 104 36 179 49 22 122 3 139 154
198 28

S. Shoulder garment 91 105 33 65 11

T. Jack London story about sled dogs (5 wds.) 110 121 151 136 165 14 54 175 71
113 138 29 125 199 87 183

U. Coppola's 1979 Vietnam epic (2 wds.) 182 68 4 147 13 88 80 159 30
153 47 58 140

V. Member of America's largest Indian tribe 181 1 197 185 41 169

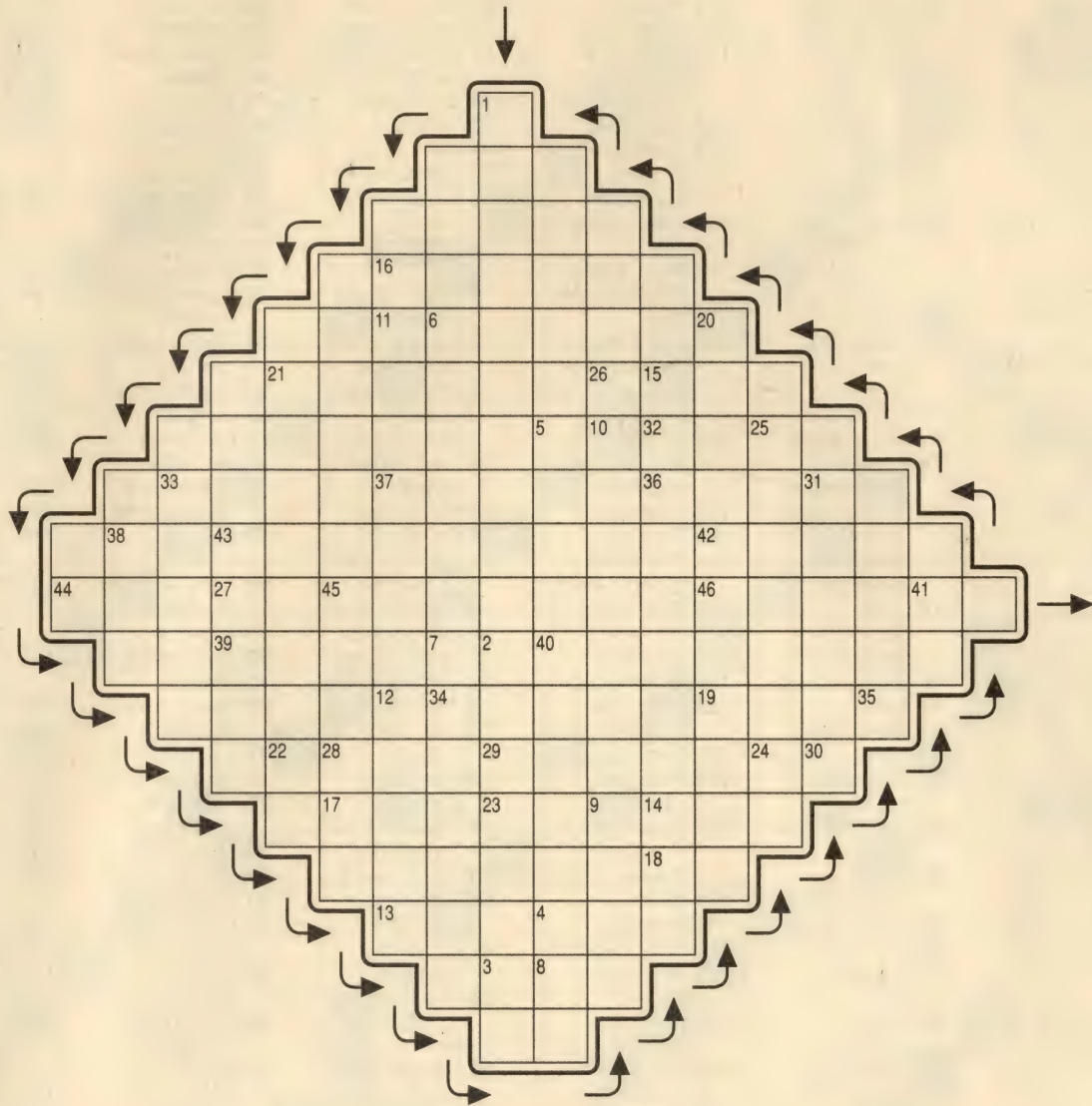
W. Rope-jumping game with two jumpers (2 wds.) 174 25 156 145 63 17 38 21 111
187 72

X. Bird, or circus prop 95 131 67 15 100

The answers to this puzzle's clues form a continuous thread that is interwoven like a tapestry. Enter one letter per space, beginning at the top in the square numbered 1 and proceeding downward. When you reach an edge, make a right-angle

turn, following the direction of the arrow on the corner. The first space of each answer is numbered to help keep you on the right track. Weave the right spells, and the puzzle will fill in like magic.

ANSWER, PAGE 53



CLUES

- | | | | | |
|----------------------------------|---|--------------------------|-------------------------|-----------------------------------|
| 1 Weaving | 9 Home state of Jane Pauley and David Letterman | 18 Common test answer | 28 Have dinner | 38 Finished dead last |
| 2 Coleridge or Gompers | 10 Spell-weaver's five-pointed stars | 19 Prom dress material | 29 Polite dance | 39 Some T-shirts and drink orders |
| 3 Fountain serving today | 11 Making a blanket? | 20 Vote solicitor | 30 Judy and Elroy's dog | 40 Humongous |
| 4 St. Petersburg, today | 12 Evict | 21 Unceasing | 31 Sunup direction | 41 Mister of Mexico |
| 5 All-powerful, like a superhero | 13 Pass the hat | 22 Rotund | 32 Larynx closer | 42 J.P. Morgan for one |
| 6 Sand, essentially | 14 Predicament | 23 Singular | 33 Lowest female voice | 43 Rough sport? |
| 7 Napoleon and Hirohito | 15 Christen | 24 Pavarotti and Domingo | 34 Decrees | 44 Cinematic barbarian |
| 8 Gives the sack | 16 Loving couple, e.g. | 25 Mop the deck | 35 Like Haydn and Freud | 45 Cheaters, for teachers |
| | 17 Menu section | 26 Tech school major | 36 Circular spokes | 46 Bambi's home |
| | | 27 San Antonio landmark | 37 From which source | |

MARATHON CROSSWORD ★★

On these two pages is a section of the U.S. team puzzle made at the recent International Crossword Marathon in Brno, Czechoslovakia (see page 52 for a report). The letters above

and below the grid indicate the continuation of the construction and will be used in the adjacent Down answers. One column of assigned geographical names is filled in for you.

ANSWER, PAGE 54

ACROSS

- 1 ___ room (TV area)
4 Waterproof a window frame
9 Police busts
14 Windbreaker or blazer
20 Card in a royal flush
21 Hockey star Bobby et al.
22 Deck officers on ships
23 Landing wharf
24 Russia's ___ Mountains
28 Disagreeable person
30 Inside of a game box, often
31 "Major" of radio's "Amateur Hour"
32 Fountain of "three coins in the fountain"
33 Outer limits
34 Majorette's twirler
35 Goof-up
36 Ocean rays
37 Observed
38 Words in the title of a third sequel: 2 wds.
40 Small element in computer art
41 Stinging land insect: 2 wds.
42 Musical compositions
44 Avoids the posse
46 Kinsey topic
47 Baptism or confirmation, e.g.
48 Abbr. in many corporate names
51 Henry Clay, for one
53 Mimicking comedian
54 Does a striptease
56 Jar topper
57 Corporation VIP
58 Puppy bites
59 Rock and roll's "King"
- 60 *The African Queen* star and family
62 Hillary's conquest
64 Sprite in *The Tempest*
65 Oblique face of a gem
66 Italian printer ___ Manutius, the first to use italic type
70 Frolic
71 Frequently steamed seafood
72 0 0 0 0 0
73 Laity's leader
74 Madison's predecessor
75 Relative of the raccoon
76 Vampire's weapons
77 Frank Gorshin's old *Batman* role
78 Sickly-looking
79 Radio countdown's climax: 3 wds.
81 Sing without any backup
82 Point opposite WNW
83 Sleep-inducing drug
85 Nairobi's land
86 Kind of salts
87 Calendar abbr.
88 So-so, gradewise
91 Competent
92 Orange-red quartz
93 Asian fruit used in preserves
95 Cried
96 Winter of one's life: 2 wds.
98 Tone-Loc's music
100 Dye container
102 Door: Ger.
103 Vacation spot
105 Legal relinquishments
107 Took a plunge
108 Holding a grudge against
111 "Doe, ___, a female...": 2 wds.
- 115 Pouched bread
116 "My Cherie ___" (Stevie Wonder song)
118 Jazz style
119 Socialist Chilean statesman
121 Washington's bills
122 Fred, Wilma, Pebbles, and Dino
124 Hits a high baseball that is caught: 2 wds.
125 Crossed out
126 Russian pancakes
127 Publicized
128 Blazing
129 Physics or biology: Abbr.
130 They might see pink elephants
131 Monthly outlay
132 Food from heaven
133 Docking place
134 Performs surgery
137 "Pit stop" for interstate drivers: 2 wds.
139 "Out"
140 Bemoan
141 Short punches
143 Stocks the arsenal
144 1988 Tom Hanks movie
145 First sign of the Zodiac
146 Long robe
148 Descendants of ancient Egyptians
150 Instrumental compositions
154 Rock star Lofgren
155 Hunter's cutting tools: 2 wds.
157 Sing under a window
158 Sticky gunk
159 Boston hockey player
160 For always
161 Chewed the fat
162 Barbie's beau
163 Lengthwise

DOWN

- 165 TV's ___ the *Family*: 2 wds.
166 Delaware's capital
167 Not a catch
168 Risqué
169 Oar
170 Like a jaybird?
171 French aunt
- 40 Iris's center
41 Untamed
43 Copier needs
45 Cleans
46 Wise ones
48 Polar feature
49 Comstock Lode's state
50 Contemporary
52 Grade again
54 Jerks
55 Ingenue's goal
60 Arctic Ocean hazards
61 Stole a base, in a way
63 Tybalt's slayer
64 Winged
65 Cincinnati footballer
67 Computer's correction key
68 Spends: 2 wds.
69 Perry Mason's secretary
71 Whirlybird
72 Off-the-wall
73 Airmen
75 Snowman's eye, often
76 Cat Ballou's portrayer
77 Historic bus rider Parks
79 Rome river
80 Tennis opener
81 Reject
84 Congressional aides
86 Supply with gear
88 Dairymaid's disease
89 Benjamin's love in *The Graduate*
90 Blue-penciled
92 Watering can part
94 Preminger and Klemperer
95 Fords a stream
97 Gardner et al.
99 Aphrodite's love
101 New Jersey cagers: 2 wds.
104 CBS founder William
106 Sea-like
109 Still sleeping
110 Source of lead
112 Greece-Cyprus unity movement
- 113 Draws out
114 Leave the company
117 Stole animals?
118 Carried
120 Italian money
122 Piccolo's relative
123 Bleacher sections
124 Speeders' penalties
126 High-fiber cereals
128 Lives off the soil
130 Helps with the dishes
132 Shopping centers
133 Heathen
134 Halloween hue
135 Sentence ender
136 Novel's wrap-up chapter
138 Get to the point?
139 Had a longing
141 Become a member
142 Pub quaff
144 Drill user
146 Puget, for one
147 Wren's perch
148 The C of ACLU
149 Pizzeria feature
150 Emulated Betsy Ross
151 *The ___ of Pelham One Two Three*
152 "___ Fideles"
153 Had a feeling
155 Facial features
156 Singer Carter and others
157 Relief pitcher's stats
159 Run, as color
161 Henny Youngman offering
164 Kind of statesman
165 Squirrel's tidbit
166 Knocks for a loop
167 Tailless cat
169 Jumps, as inflation
170 Indiana Jones battlers
171 Traffic snarl

E D I			C H E L E				D E R E				E P L L E				W I L E				B A K E				W P I N G				S I E			
+ + +			+ + + +				+ + + +				+ + + +				+ + + +				+ + + +				+ + + +							
1	2	3		4	5	6	7	8		9	10	11	12	13		14	15	16	17	18	19									
20				21					22	R					23						24	25	26	27						
28			29					30		L				31						32										
33							34			O			35						36											
37					38	39				V		40						41												
			42	43					44	E	45					46					47									
48	49	50		51					52		53				54					55		56								
57				58					59	L				60							61									
62			63					64		I				65						66		67	68	69						
70							71			M			72						73											
74						75				N			76					77												
78					79					K			80				81					82								
			83	84					85	A					86						87									
88	89	90		91					92				93	94						95										
96			97				98	99				100	101	102				103	104											
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This Thanksgiving kitchen scene is also home to 19 pairs of items whose names are anagrams of each other. For instance, the HOSE seen through the window contains the same letters as the SHOE worn by any of the people in the

picture. All of the anagrams have four or more letters. How many of them can you find? Getting 12 or more is good; 15 is excellent. Find all 19 and you deserve a turkey dinner with all the trimmings.

ANSWERS, PAGE 53



The new dinosaurs are here!



The new Prehistoric Animals are available at your local post office nationwide October 2.



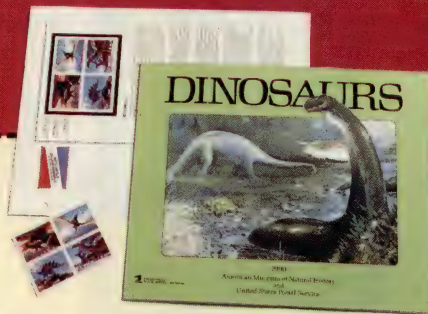
Get them with this 1990 Dinosaurs calendar before they disappear.

A \$9.95 value for only \$3.95.

Send for the new Prehistoric Animals commemoratives from the U.S. Postal Service and get the American Museum of Natural History's full-color 1990 Dinosaurs wall calendar, too! (You cannot get the 1990 issue of this popular calendar anywhere else.)

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ARCADE



It seems like only yesterday that I became addicted to Pong, the simple ball-and-paddle game that most people remember as the first video game. It's hard to believe that Pong first started appearing in bars and malls as long ago as 1972. The video game has come a long way in its 18-year history, with far more sophisticated graphics and sound, but many players still look back fondly on the good old days of Asteroids, Berserk and Space Invaders.

The American Museum of the Moving Image in Queens, New York recently celebrated the history of the video game with an exhibit called "Hot Circuits: A Video Arcade." The show includes 47 arcade classics, from Pong to Pac-Man and beyond. Most of the machines are still in working order, and every visitor gets a handful of tokens with the admission fee. "Hot Circuits" will be running at the museum through November, and the AMMI is currently seeking corporate underwriting to take the show on the road in 1990.

The first game in the collection is a real rarity called **Computer Space**. In 1971 inventor Nolan Bushnell had the idea to adapt a mainframe computer game called "Spacewar" into a coin-operated version. Computer Space, a forebear of space shoot-'em-ups like Asteroids, required players to master an assortment of buttons and knobs to control the ship's thrust and gravity. The controls proved too complicated for people who were used to playing pinball. Bushnell only made about \$500 on Computer Space, but he used that money to found his own company: Atari.



The most macabre game in the exhibit is **Death Race** (1976). The object is to drive around the screen and run over "gremlins" (they don't look all that different from people) which, when hit, turn into tombstones. Death Race was generally ignored when first released, but protests from parents over its morbid theme provoked so much interest in the game that its manufacturer had to go back to the plant and produce more.

In 1972 Atari introduced **Pong**. It was the ultimate in simplicity, with just two paddles and a ball, but it became a nationwide craze. According to Museum director Rochelle Slovin, Pong was the most difficult game to find for the collection; she estimates that there are maybe eight or nine left in the country. "One video game distributor in Manhattan told us that he had 21 Pongs in his warehouse," laments Slovin, "but when they tore down the building they were all bulldozed over. I can only imagine what archaeologists thousands of years from now will think when they dig them up."



ARCADE

In 1978 the aliens arrived with the now-classic **Space Invaders**. Such was the game's popularity that it even gave birth to a disease, "Space Invaders wrist," a ligament strain caused by long and repeated playing sessions.



Space Invaders led to a slew of outer space shoot-'em-ups, including Asteroids, Galaxian (both 1979), Defender, **Missile Command** (both 1980), and Zaxxon (1982).

No history of video games would be complete without **Pac-Man** (1980). Representing a move away from the macho themes typical of most video games, Pac-Man appealed to as many female players as male. Pac-Man burst out of the arcades and onto lunchboxes, T-shirts, television and even the pop music charts, via Buckner and Garcia's 1982 hit single "Pac-Man Fever." The power-pill-munching dot also spawned a whole family of games, including Ms. Pac-Man, Baby Pac-Man, and the 3-D Pac-Land.



In 1983, **Dragon's Lair**, the first fully-animated video game, was introduced. Dragon's Lair featured beautiful animation by Don Bluth (the director of An American Tail); scenes could be accessed randomly thanks to the game's laserdisc technology. Unfortunately, the discs were a little slow in responding to the player's action, and the games broke down all too frequently. A few other animated games like Space Ace followed, but the laserdisc game died an early, unmourned death.



The state-of-the-art in video games is represented by **NARC** (1988). While similar to other popular fighting-man games like Double Dragon and Shinobi, NARC boasts far more sophisticated graphics. Its characters were created by computer-scanning live images from videotape and then recoloring them to match the backgrounds. NARC is extraordinarily violent: at one point the hero must gun down a pack of rabid dogs or become Alpo.



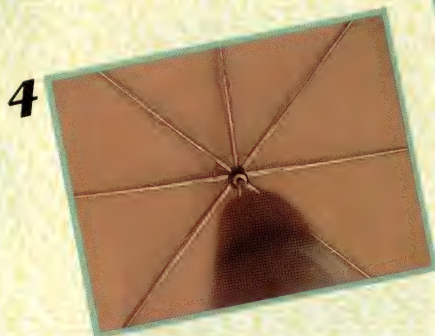
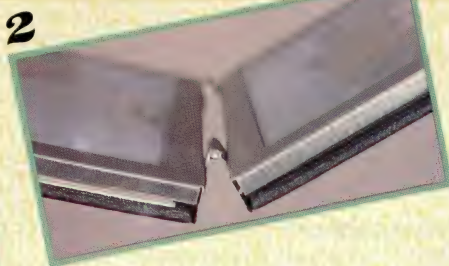
BY
LOU
KESTEN



Can you identify these nine objects by looking up at their downsides?

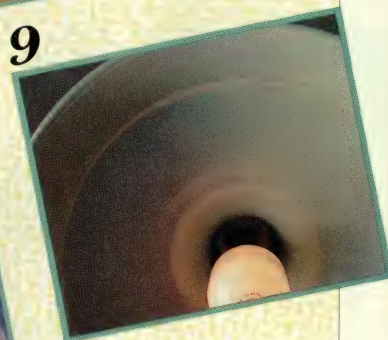
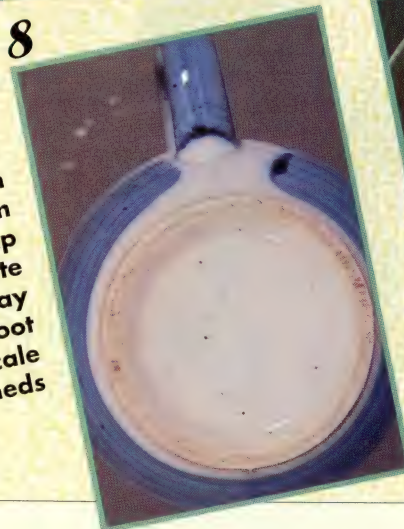
Bottoms up!

ANSWERS, PAGE 53



Clues:

1. Decreasing returns
2. Photo finish
3. Takes Aim
4. Shower cap
5. Can substitute
6. Way to sway
7. Underfoot
8. Cocoa locale
9. It sheds



Challenge The Gods.



APHRODITE

ZEUS

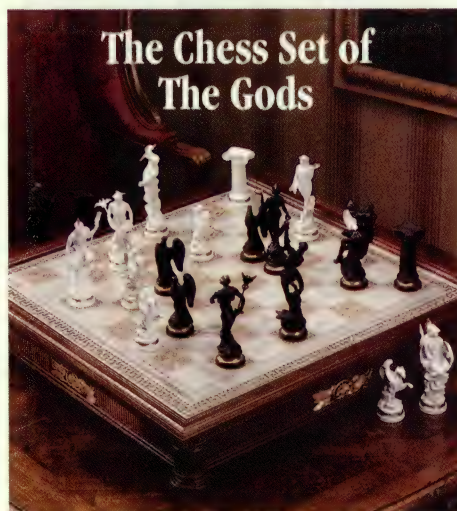
JUPITER

VENUS

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GAMEPLAY

EDITED BY SCOTT MARLEY

THE YEAR'S BEST GAMES PART ONE

Every year, right before the holidays, we review our favorite games of the year. Whether you're looking for presents for friends and relatives or buying something fun for yourself, a good game is a fine choice. A book is read once or twice, clothes go out of style, but a game can be played over and over again through the years.

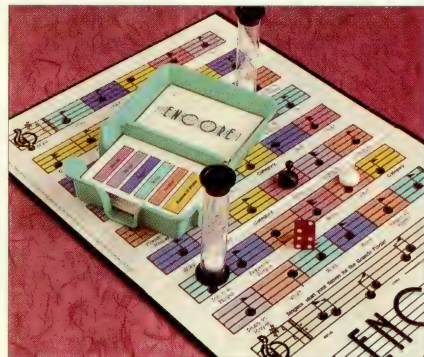
About the time we're compiling this list each year, many game companies are just starting to get their finished products onto store shelves—and into the hands of reviewers. This year their schedules don't mesh with ours: We have to go to press with this issue while a substantial number of the year's promising new games are just being shipped out.

We don't like to review a game without seeing its final form, but neither do we want to miss out on recommending terrific games just because they missed our deadline by a week or two. So this year our usual Best Games of the Year list is split into two parts. Part I appears in this issue, and Part II in the next, just in time for Christmas shopping. (The next issue will also include our favorite video and computer games.)

—Scott Marley

PARTY GAMES

How many song lyrics can you think of



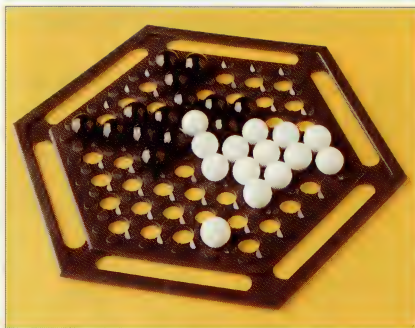
Encore

that contain the word "shoe" or "shoes"? Well there's "Blue suede shoes..." and "The angels want to wear my red shoes" and you might even try "Flies in the buttermilk, shoe, fly, shoe..." if you think you can get away with it. That's practically all the rules you need to know to start playing **Encore** (Parker Brothers, \$15). Two teams alternate trying to come up with a fresh lyric containing a chosen word or belonging to a certain category. And when the category is "automobile names," how can you say no to someone who comes up with the alphabet song: "...T, U, VW, X, Y, and Z"?

Octopus (Random House, \$15) is the newest one of those physical games (was *Twister* the first?) where it matters not if you win or lose, but whom you end up entangled with. Two people at a time put colorful Velcro bands around their heads, wrists, and ankles. The roll of a large foam-filled die determines which two bands must be brought together. You try and make as many connections as you can, until the telltale rip of Velcro separating tells you your turn just ended.

STRATEGY

The most elegant game equipment this year has got to be that of **Abalone** (Abalone, \$30). Two players move large black and white marbles, trying to be the first to push four of the enemy's marbles



Abalone

off the board. When you move a marble you may push a whole row of marbles ahead of it, and the cleverly-designed board lets you do this with the touch of a finger; the marbles click into place without scattering. The result is a game of classic simplicity and depth. The position shifts with amoeba-like fluidity as

players try to separate the enemy into weaker groups while keeping their own pieces together. If you find the game takes too long to finish, playing to just one marble off the board is no less fascinating.

Tic-tac-toe gets a new twist in **Tac Tic Turn** (Ohio Art, \$14). You and an opponent each try to complete a row of four, five, or six checkers, depending on which variation you're playing. On your



Tac Tic Turn

turn you can either place a checker on the board, or you can rotate one of the board's nine sections a quarter turn left or right—which also moves any checkers that happen to be there. (The four-in-a-row variation also includes a Pente-like capturing rule.) The equipment is sturdy plastic, and a game rarely takes more than five minutes to play. With its simple rules, Tac Tic Turn can be enjoyed by young children as well as adults.

A more colorful variation on tic-tac-toe is provided by **Calypso** (Shoptaugh Games, \$10, or \$12 ppd., 2 players). Each of your pieces can show one of two different colors, depending on which end is up. Get three pieces of the same color in a row and you win. The catch is that each of the six colors appears only twice on your pieces, so to complete a row of three you'll need to use one of your opponent's pieces and/or your wild

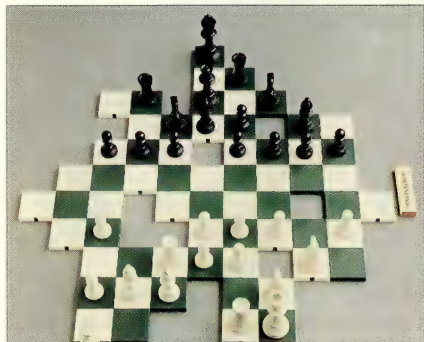


Calypso

STAN FELLEMAN

piece, which you can't use until your other six pieces are all in play. Once in play, pieces may be moved to any space on the board or turned over to a new color, so threats can crop up unexpectedly if you aren't paying close enough attention. But even a hard-fought game between thoughtful tacticians won't take more than ten minutes.

Our favorite new chess variant is definitely **Choiss** (Choiss; deluxe set, \$39.50 ppd.; board and rules alone, \$29.50 ppd.; 2 players), for its high-quality equipment as well as for its novel rules. The Choiss (pronounced "choice") board is made up of 64 indi-



Choiss

vidually molded squares that can interlock in countless ways. Players take turns adding a square at a time on the irregularly developing board; once that's done, pieces are placed (a standard set of full-size, nicely weighted plastic chess pieces is included in the deluxe set), and you begin to play. Don't rely on normal chess strategies: There's nothing normal about those holes and jagged edges in the board, and you'd better allow for them in your plans.

FINANCE

Lots of would-be educational games have been published recently on the subject of economics, but most of them



Bulls and Bears

defeat their own purpose by being so dry that you'd never play them a second time. **Bulls and Bears** (Mario Fischel Games, \$25 ppd.) leavens its lesson in economics with enough entertainment value that you'll probably stick around long enough to learn something. The meat of the game is its "News Flash!" cards, each of which has a news item on its upper side. On the hidden side is the effect that that news will have on stocks, gold, foreign currency, and other investments. If you can anticipate the trends and buy and sell the right stuff before the card is turned over, you'll turn a nice profit; the first to double his or her money wins.

THE LIGHTER SIDE

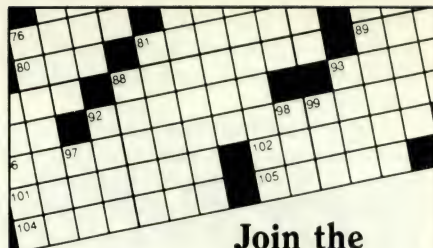
Take contracts out on members of rival mobs, line 'em up against the wall, and then, if you play your cards right...rat-tat-tat! **Family Business** (Mayfair Games; \$13, or \$14.50 ppd.; 2 to 6 players) is a tongue-in-cheek card game of mob war in Prohibition times. By playing "contract" and other cards from your hand, you can put enemy mobsters on the wall. Mobsters on the wall are vulnerable to being shot down when mob war breaks out—which it inevitably



Family Business



Midnight Party



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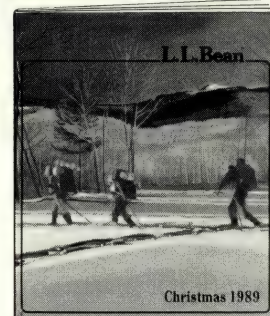
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will, sooner or later. The cards are wittily illustrated in '30s pulp fiction style, with plenty of machine guns and lurid maroon silhouettes.

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It looks like a prop from a sci-fi adventure: a black pyramid with colored lights flashing at its four corners. As you turn it over and over, the colors change. If you can figure out the pattern behind the changes, then can you turn the pyramid to make all four corners red? **Luminations** (Random House, \$14.50) has five different levels. The first isn't hard once you get the idea of what's going on, but the other levels are increasingly difficult, and level five—which you can only reach by solving level four first—is a real brainbuster. And Luminations' mysterious, high-tech look also makes it a great conversation piece.

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Animator 2000

ing, save it, and combine it with other drawings to create a moving picture. It's easy to get lost in all the nifty features, in fact, so don't try to learn too much too soon, and keep the instruction book handy—fortunately, it's very well-written. —Scott Marley

MAIL ORDER INFORMATION

Abalone Games call 1-800-666-5040 for information

Choiss 720 Spadina Avenue, Suite 509, Toronto, Ontario, M5S 2T9, Canada

Mario Fischel Games Bulls and Bears is available from Patch Products, 2944 Graybill Drive, Beloit, WI 53511

Mayfair Games P.O. Box 48539, Niles, IL 60648

Shoptaugh Games 5860 Buena Vista Avenue, Oakland, CA 94615

BOOK REVIEWS

DIMENSIONAL MAZES

David Pelham put only five mazes into his book, *Dimensional Mazes* (Viking, \$15), but they're doozies. Pelham adds a third dimension to his mazes with the "pop-up" devices you see more often in children's books. The mazes are printed in bright, bold colors that dazzle the eye while they dizzy the brain.

Open the book to its first maze, "Vicious Circles," for example, and a tower of four cardboard circles rises up before you, each circle printed with sky blue paths that seem to shimmer against

the bright red background. At times you have to look at the maze at an angle to follow paths that wind underneath other circles or climb up the sides of the tower.

Other mazes are fashioned on even odder pop-up structures, and incorporate gimmicks such as flaps with paths on both sides, which let you change the maze in midjourney by folding a flap the other way. Paths may descend through a hole from one level to the level below. There are also a few psychological tricks that might cause you to overlook a correct route for a while. In spite of all the trickery, though, the mazes are not as hard as they appear—if you can keep your eyes from crossing.

And even if you never try to solve them, Pelham's mazes are little works of art that are delightful just to look at and contemplate. —Scott Marley

THE BRIDGE BOOK

Sometimes I wonder how anyone ever learns how to play contract bridge, anyway. You can't just learn a little bit at a time: Before you can play even your first game, you have to master a complicated bidding system—how many points to bid two hearts or three no trump in all the various bidding sequences that might come up. It's a drag, no doubt about it.

The average beginner, I suspect, just wants to get to the bridge table as quickly as possible, and with the minimum of memorization. If that means skipping the fine points for now, that's okay.

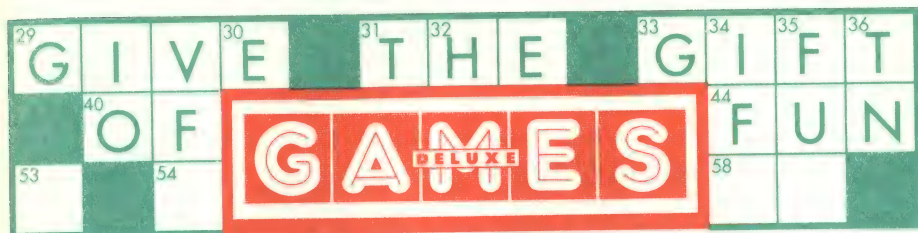
So it's nice to see a new series of books that lets a new player do just that. *The Bridge Book* (Devyn Press, 151 Thierman Lane, Louisville, KY 40207; 1-800-626-1598; \$7.95 per volume, ppd.), by Frank Stewart and Randall Baron, is actually several books: Volume one is for beginners, two is for intermediate players, and three is for advanced players. (There's also a volume four, covering defensive play, but it wasn't available for review as of this writing.)

Stewart and Baron measure out their information into small, easily digestible doses. They explain each new idea clearly and illustrate it with plenty of examples. And they're willing to oversimplify where it doesn't do much harm: If a rule has a couple of exceptions, they'll probably gloss over them until much later in the books.

Their goal in volume one seems to be to bring the reader as easily as possible to the point where he or she can play an enjoyable game of bridge. A clumsy game, certainly, but so what? As long as you're playing bridge and enjoying it,

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the bright red background. At times you have to look at the maze at an angle to follow paths that wind underneath other circles or climb up the sides of the tower.

Other mazes are fashioned on even odder pop-up structures, and incorporate gimmicks such as flaps with paths on both sides, which let you change the maze in midjourney by folding a flap the other way. Paths may descend through a hole from one level to the level below. There are also a few psychological tricks that might cause you to overlook a correct route for a while. In spite of all the trickery, though, the mazes are not as hard as they appear—if you can keep

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BOOK REVIEWS

DIMENSIONAL MAZES

David Pelham put only five mazes into his book, *Dimensional Mazes* (Viking, \$15), but they're doozies. Pelham adds a third dimension to his mazes with the "pop-up" devices you see more often in children's books. The mazes are printed in bright, bold colors that dazzle the eye while they dizzy the brain.

Open the book to its first maze, "Vicious Circles," for example, and a tower of four cardboard circles rises up before you, each circle printed with sky blue paths that seem to shimmer against

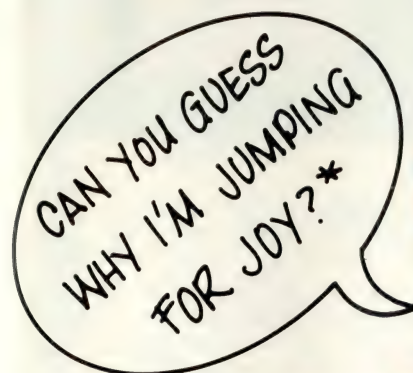
Thierman Lane, Louisville, KY 40207; 1-800-626-1598; \$7.95 per volume, ppd.), by Frank Stewart and Randall Baron, is actually several books: Volume one is for beginners, two is for intermediate players, and three is for advanced players. (There's also a volume four, covering defensive play, but it wasn't available for review as of this writing.)

Stewart and Baron measure out their information into small, easily digestible doses. They explain each new idea clearly and illustrate it with plenty of examples. And they're willing to oversimplify where it doesn't do much harm: If a rule has a couple of exceptions, they'll probably gloss over them until much later in the books.

Their goal in volume one seems to be to bring the reader as easily as possible to the point where he or she can play an enjoyable game of bridge. A clumsy game, certainly, but so what? As long as you're playing bridge and enjoying it,

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H4C1

there's time enough later for polishing.

In volumes two and three, Stewart and Baron get around to discussing those fine points, and with the same clarity and abundance of examples. Volume three even includes short, easy-to-understand introductions to difficult subjects like squeeze plays and duplicate bridge strategy.

The Bridge Book won't lead you all the way to expert level: You won't learn how to execute a trump coup or a double endplay, or any of those other exotic plays that are useful once in a blue moon. And that's why it's a perfect first guide for anyone wanting to learn bridge, or learn to play better.

—Scott Marley

OTHELLO: BRIEF & BASIC

Since tournament Othello began in the 1970's, serious players in Japan, the United States, and elsewhere have extensively analyzed the game's strategies and tactics. The fruits of their efforts are summarized in this excellent 56-page booklet by former U.S. Othello champion Ted Landau (available from the U.S. Othello Association, P.O. Box 342, Falls Church, VA 22046; \$6 ppd., or \$5 ppd. to USOA members). Learn about unbalanced edges, Stoner traps, "poisoned" moves, "perfectly quiet" moves, and much more. Readers not only will learn to recognize good and bad positions, they will also understand concretely *why* certain positions are good or bad. Clearly written and illustrated with over 100 diagrams, the book can, literally overnight, turn a beginner into a formidable opponent who can easily beat anyone who has not had access to the same material.

—R. Wayne Schmittberger

ELECTRONIC GAMES

SUMMER CES REPORT

More than anything else, this summer's Consumer Electronics Show in Chicago was a hundredth-birthday party for Nintendo. The company, which began in 1889 as a manufacturer of Japanese playing cards, celebrated with the biggest display in the 12-year history of the convention, covering over 50 thousand square feet.

Nintendo isn't just coasting on the

loyalty of its approximately 20 million fans. Among the dozens of new games soon to be introduced for the Nintendo Entertainment System (NES), the most interesting is **Dragon Warrior** (\$40), a role playing game that approaches the complexity of popular computer adventures like Wizardry and The Bard's Tale. Other new cartridges from Nintendo include the fantasy adventure Faxanadu, Barker Bill's Trick Shooting, Play Action Football, and To the Earth, a space shoot-'em-up. The most promising new games from Nintendo's affiliates include Absolute's A Boy and His Blob, Acclaim's Ironsword: Wizards & Warriors II, LJN's Who Framed Roger Rabbit, and Mindscape's Roadblasters and 720°.

Of course, Sega isn't content to stand around and let Nintendo have all the fun. Its new titles for the Sega Master System include an adaptation of Origin's role-playing adventure Ultima IV, while Parker Brothers is debuting a version of the computer hit King's Quest. Sega's new arcade action titles include Altered Beast, Golden Axe, Dead Angle, and Dynamite Dux, while its new sports adaptations include World Games, Tennis Ace, Super Golf and Basketball Nightmare.

Sega also hopes to compete with Nintendo with an entirely new game machine, the **Genesis**. The Genesis boasts 16-bit computer power, twice that of the NES or the Sega Master System, giving it arcade-quality graphics and realistic stereo sound. The \$200 Genesis system comes with a translation of Altered Beast that's almost indistinguishable from its arcade cousin, and the initial lineup of 12 games also includes Space Harrier II, Thunder Blade, Super Hang-On and Tommy Lasorda Baseball. Peripherals will include stereo headphones, a converter for older Sega games and a modem that will allow competition over the phone lines.

NEC's new 16-bit game machine is the \$200 **TurboGrafx-16**, the American version of Japan's popular PC Engine. The TurboGrafx looks somewhat like a CD player, and one option for the system will be a \$400 deck that plays standard CDs as well as the new CD+Graphics. Not coincidentally, the games for the TurboGrafx are packaged to resemble compact discs. NEC's machine comes with an adventure game called Keith Courage in Alpha Zones, and 20 other titles will be available before Christmas. Other TurboGrafx peripherals will include a joystick, an enhancer that connects the machine to other audio/video equipment, and an adapter that connects up to five controllers to the deck.



Game Boy

According to Nintendo, however, most Americans are satisfied with the picture and sound quality of the NES. And if they're right, the next wave of popular video games will be portable. Nintendo claims that its new **Game Boy** brings the sophistication of NES games to a device little bigger than the palm of one's hand.

The \$90 Game Boy incorporates an 8-bit microprocessor (just like the NES), a high-resolution black-&-white LCD screen, and the pushbutton controls familiar to any Nintendo player. Interchangeable cartridges, priced at \$20 each, offer such games as Tetris (which comes with the system), Super Mario Land, Alleyway, Baseball, and Tennis. Nintendo has also lined up more than 20 licensees to create software for the Game Boy.

In addition, the Game Boy comes with a set of stereo earphones that lets a player hear the system's digital audio without bothering one's companions on the train to work. The Video Link cable connects two Game Boys so players can compete head-to-head in games like baseball or tennis.

Like the Game Boy, Atari's **Portable Color Entertainment System** (\$150) offers interchangeable cartridges, a high-resolution LCD screen, and cables to connect the device so users can play against one another. Besides featuring color graphics, the PCES has another unusual bonus: The screen can be inverted to make the controls more convenient for left-handed players.

The PCES is a little larger than a videocassette, and the games for the system look like credit cards. The system comes with Epyx's California Games, and Epyx has developed five other cartridges that will retail for \$35 each. Atari executives say that they are "aggressively" pursuing licensing agreements with other software developers.

—Lou Kesten

CONTEST RESULTS



Jokers ran wild in the entries to April's Hidden Contest.

FROM APRIL/MAY

HIDDEN CONTEST

The April/May Hidden Contest was hidden even more than we intended, since we forgot to announce it in the Table of Contents. Remarkably, we still received over 1,200 entries to the challenge, which appeared in the completed grid of the Double Cross on page 34. Our fake solution in the Answers section gave the correct word list but cited the wrong quotation. When solved correctly, the quote read: "You can't fool all of the people all of the time, and this is the Hidden Contest. To win one of ten GAMES T-shirts, send a picture of a fool to GAMES April Fools before June second. Winners will be chosen randomly."

In response, we received hundreds of foolish pictures. Some of the most repeated entries were Jokers from decks of playing cards, pictures of politicians and current news makers such as Pete Rose, and clippings from GAMES (particularly Purtle from page 38 in the April issue or one of our April joker covers). We also received many self-portraits and silly family pictures. It's always interesting to see what our readers look like. We even received a copy of a driver's license from one woman calling herself a fool—she was born on April first.

The 10 winners, who were drawn at random and will each receive a GAMES T-shirt, are: Emily Cohen, Kalamazoo, MI; Mrs. T.J. Earhart, Alvin, TX; Maureen Fisher, Fremont, MI; D.A. Frasier, Sachse, TX; Stuart Gibson, Reston, VA; Jonathan Haas, West Bloomfield, MI; Rosemary LaGioia, Naperville, IL; Eric Serxner, Brooklyn, NY; Ian Snider, Tracy, CA; and Jim Zboncak, Bensenville, IL.

—Karen Anderson

FROM JUNE/JULY

"UNITED" NATIONS

It's a small world, especially to Bill Wood of Searcy, Arizona, who was the only person able to squeeze 54 of the 159 members of the U.N. into a 19x19 grid so that each country read as in a crossword and was connected to the rest of the names in the grid. Under the rules of the "United" Nations contest, countries could only appear once, and no other letter combinations could appear other than those from the nation list we provided.

C	O	N	G	O	B	U	R	M	A	O	G	M	E	X	I	C	O
C	H	I	N	A	H	M	S	U	D	A	N	Y	L	I	B	I	A
H	T	N	O	R	W	A	Y	Y	L	I	B	I	A				
I	R	A	Q	A	N	J	A	P	A	N							
L	L	F	I	J	I	N	W	L	A	O	S						
E	G	Y	P	T	N	A	L	B	A	N	I	A					
R																	
E	C	H	A	D													
P	E	R	U	N		K	G	L	I	B	E	R	I	A			
C	B	G	N	E	P	A	L	G	M								
L	E	B	A	N	O	N											
O																	
C	T	S	A	M	O	A											
Y	S	W															
P	W	E	Q	A	T	A	R	A									
R	W	A	N	D	A												
U	N	E	I	T	O	G	O										
S	P	A	I	N													

The winning entry

About 150 of the 850 entries managed to get 50 or more names in the grid, but only nine of those had 53 or more. Ties were broken by the number of letters in the countries used. Mr. Wood, who had 54 countries and 296 letters will receive a \$300 collection of United Nations postage stamps. GAMES T-shirts go to the following, all of whom had 53 countries in their grids: Roberta Koster (293 letters), Williston Park, NY; John and Carol Keeney (292), McSherrystown, PA; David Richardson (288), San Juan Capistrano, CA; Linda Hirsch (287), Rye, NH; and A.E. McKeough (287), Winnetka, IL.

—Peter Gordon

EDITED BY MIKE SHENK

TWISTS

IMPROPER NAMES

We typed the names of 25 famous people into our word processor. Then we ran the spelling checker, which, when it comes across a word (or a name) it doesn't recognize, suggests the most likely alternative it knows. In each case, we accepted these alternatives, and the results are the 25 new names you see below. Can you determine the proper version of each improper name?

1. All-star Cookie
2. Antonym Parings
3. Arson Wiles
4. Aurora Wetly
5. Bite Devise
6. Charlatan Hasten
7. Client Eastward
8. Curl Sandbar
9. Dearly Henna
10. Denial Bone
11. Freed Estuary
12. Golden Hewn
13. Homer Sheriff
14. Huge Heifer
15. Idiot Pilaf
16. Joie Mammoth
17. Lanky Brute
18. Maori Buzz
19. Merry Stripe
20. Ova Gardener
21. Robber Gullet
22. Seen Cannery
23. Stain Mushily
24. Welter Chronicity
25. Yoke Honor

—Mike Shenk



TRIVIA

NAMING THE KIDS

Their first child was a girl, whom they named Judy. A few years later came their son, Elroy. Surely you remember the parents—George and Jane Jetson? From the kids' names below, can you identify the comic strip in which each brood appears (and, for extra credit, the names of the parents

when known)?

1. Cookie and Alexander
2. Honi and Hamlet
3. Trixie, Dot, Ditto, and Chip
4. Dolly, Billy, Jeffy, and PJ
5. Francis, Thomas, and Marylou
6. Elizabeth and Michael

—Robert Leighton

WORDPLAY

PHONY WORDS

How many eight-letter words can you make by taking one letter from each of the eight lettered buttons (2-9) on the phone? Plurals are fine, but not capitalized or hyphenated words. For example, you can make the word CRYOLITE (2-7-9-6-5-4-8-3). We found 10 fairly common words, as well as a few less common ones (including CRYOLITE).

1	ABC 2	DEF 3
GHI 4	JKL 5	MNO 6
PRS 7	TUV 8	WXY 9
*	OPER 0	#

—Peter Gordon

LOGIC

ENIGMATIC ELECTION

When the Enigmatists Club staged its recent election for a new Grand Poser, three candidates—Addle, Boggle, and Cavil—ran for this esteemed office. The 32 voting members, in an attempt to achieve the best possible determination of the popular will, thoughtfully ranked their first, second, and third choices. The

voters' preferences, when collectively tabulated, sorted out as follows:

1. Addle had the smallest number of first-choice votes, but was ranked third by none of the voters.
2. Boggle garnered both the largest number of first-choice votes as well as the largest number of third-

choice votes.

3. Each candidate was ranked second by a positive even number of voters.

Can you determine the number of members who chose each possible order of the three candidates for Grand Poser?

—Virginia McCarthy



TEASERS

GOOD DEAL

Lucky you! You've been chosen as a contestant on *Let's Make a Deal*. As Monty Hall tells you, you can win a million dollars merely by choosing which of the three curtains the money is behind. As always, after you've made your choice (but before the

curtain is opened), Monty reveals that one of the two remaining curtains is a loser, and offers you the opportunity to trade your curtain for the third curtain.

What should you do?

—Joshua Parker

WORDPLAY

OPPOSITES ATTRACT

They say that opposites attract, and the couples below prove the expression. The letters in each pair of names (1-7) can be rearranged to form two words that are opposite in meaning. For example, the couple MANDI & KEN could be anagrammed to get MEAN and KIND. How many of the following seven pairs of opposites

can you find?

1. RAE & FRAN
2. LENA & LON
3. WILMA & TED
4. DELIA & DAVE
5. TRINA & CLYDE
6. NELL & DUKE
7. GOLDIE & STAN

—Joan Leary

NUMBER PLAY

FROGS & FROGS

Mad frog specialist Profesor R. Ribbitt vanished nearly a year ago, taking all of his frogs and notes. Only the following tape was found in his laboratory:

"December 31, 1988. My frog population (whose current total, by strange coincidence, happens to be identical to my birth year) is precisely 11 times what it was when I started this experiment.

"What puzzles me is the distribution of sexes. When I began, I had only three-fourths as many males as females. Now there are one-and-a-half times as many males as females. Odd."

To help give the police an accurate description, how many frogs of each sex were there when Professor Ribbitt made his tape, and how old was he?

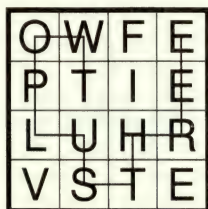
—Bob Stanton

TWISTS

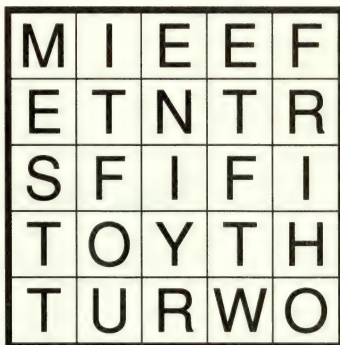
CALCULATED ROUTES

Each of the grids at right contains a hidden equation that winds its way through the boxes. The "left side" of the equation is spelled out by starting in any box and proceeding from box to box (horizontally or vertically, but never diagonally). The leftover letters, reading from left to right by rows, will spell the "right side" of the equation. In the example below, beginning at the T in the second row we can spell TWO PLUS THREE, with the remaining letters spelling FIVE. Can you find the hidden equations for each grid at right?

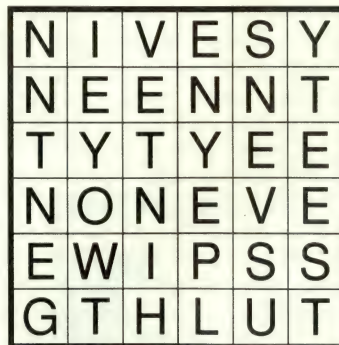
—Thomas Roth



1.



2.



3.



4.



International Gamesmanship

Last June four other Americans and I competed in what must be one of the world's most unusual competitions—the International Crossword Marathon, held in Brno, Czechoslovakia.

Nine teams from six countries took part in the contest, which was organized by the Union of Czech Crossworders and a club of local puzzle enthusiasts called "Kabrňáci." The tournament, held annually since 1984, travels each year to a different eastern European country.

The object of the contest was to construct the longest possible crossword within 24 hours. The puzzle had to be exactly 25 squares wide, extending downward, with a series of words announced at the start of the contest reading down the 11th column of squares. Each team used its own language and its own national rules of crossword construction. The organizers said we weren't competing against each other. The object, they said, was to break (or, in our case, to set) a national record. But everyone worked anyway just as if national honor were at stake.

The U.S. team, organized by GAMES, consisted of GAMES Associate Editor Mike Shenk, contributors Richard Silvestri and Stanley Newman, and myself, with Nancy Schuster, the editor of Dell Champion puzzle magazines, on the tournament's panel of judges. We were the first team ever from an English-speaking country, and—with Finland—the first team ever from the West.

The proceedings got underway at Brno's Form Hotel at 8:30 Saturday morning with a weigh-in of books. Each team was allowed exactly 25 kilograms (about 55 pounds) of references. We had brought only a few dictionaries and word lists, since, as American constructors, we work mainly from our heads. If we don't know a word, we don't want to put it in a puzzle. The eastern European teams, on the other hand, adhere to dictionaries more rigidly, and several had calculated their loads to within a few grams of the limit.

The marathon itself started promptly, with televised fanfare, at 9:00 A.M. Then the room grew quiet. The only sounds were the background banter of teammates and the whirr of the electric pencil



GAMES Senior Editor Will Shortz searches for the right word.

sharpener we had brought.

The favorites to win the contest were the teams from *Füles* magazine in Hungary and *Cvor* in Yugoslavia. They had finished #1 and #2, in one order or the other, every year since 1985. Also in contention was the local team from Kabrňáci, headed by Vítězslav Koudelka, 38, a high school English teacher and crossword whiz, who directed and emceed the event.

Besides experience, all of these teams had several advantages over us. They allow both two-letter words and unchecked letters (in effect, one-letter words) in their crosswords, which we do not. The Yugoslavians, in fact, allow any two letters of the alphabet to represent a "word." We, however, had our own advantage in that the English language contains two or three times more words than any of the others, and we are more liberal-minded in allowing abbreviations, phrases, titles, and certain brand names.

To work as quickly as possible, we Americans took different sections of the grid and worked separately, aiming to link our parts together later. We used lots of diagonal "stairsteps" of four, five, and six-letter words to keep the vowel and consonant patterns regular. The other teams, we noticed, used the same strategy.

Puzzle construction proceeded smoothly all day. By evening, though, we found ourselves slowing down, as

fatigue set in and we were constantly wondering, "Did we just use that word a minute ago?" Each time we repeated a word within any 25 x 35-square section of the grid we were penalized a row of 25 squares, and after 12 hours of nonstop construction, it was impossible to remember what we had used and when. By 2:00 and 3:00 Sunday morning, construction was at a crawl. The only things that kept us going were adrenaline, sugar, and caffeine, the last two graciously supplied in various forms by the hosts from Kabrňáci.

At 9:00 Sunday morning it was over. The teams staggered to bed. I fell into a comatose sleep so deep that my head hurt when I woke up, and I was still dreaming of black-and-white squares two nights later. While we slept, the judges examined our puzzles, marking off for repeated words and mistakes, and the results were already posted by the time we got up. The top four teams were: 1) Hungary—31.58 meters 2) Yugoslavia—29.05 meters 3) USA—25.45 meters 4) Czechoslovakia/Kabrňáci—23.01 meters. Poland, Finland, and three other teams from Czechoslovakia finished behind.

Our puzzle measured 83 1/2 feet long, and contained about 24,000 words woven into 63,625 squares. It would be the equivalent of 101 "World's Most Ornery Crosswords" in GAMES. Ours was by far the best debut performance in the tournament's history.

The real value of the marathon was not so much in the competition but in the ideas exchanged with other puzzle-makers before and after the contest. Koudelka, for example, explained the novel, visual format of Czech crosswords, which are sometimes designed in highly involved shapes, like flowers, boats, animals, etc. He kidded us that American crosswords are "trash" by comparison. Perhaps we will ask him to construct a Czech-style crossword in English for you to try.

In the meantime, you might like to try a small portion of our Marathon Crossword (see pages 36-37), with clues that we wrote after we got back. It's from a section that Mike Shenk constructed late Saturday evening, and it is a good example of what the human mind can accomplish under great duress.

ANSWERS

4 YOUR MOVE

Getting Cross

G	R	O	W
R	I	P	E
O	P	E	N
W	E	N	T

When opposites of the four words are placed in the grid, they form a word square (that is, they read both across and down).

Divisor Devisor

94736842
19/1799999998

171	
89	
76	
139	
133	
69	
57	
129	
114	
159	
152	
79	
76	
38	
38	
0	

Double "O" Nothing

Our solution is below:

BOOB
POOH
NOOK
DOOR
HOOP
SOON
ZOOM
POOF
TOOT
BOOS
WOOL
FOOL
ROOM
GOOF
HOOD
HOOT
COOP
COOK
WOOD
MOOS
BOOT
GOOS
LOON
LOOK
MOOD
TOOM
FOOT
POOR

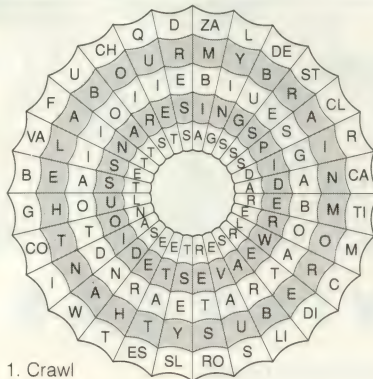
First Dogs

- 1-G, Mike (bull terrier)
- 2-K, Davie (Airedale)
- 3-J, Laddie Boy (Airedale)
- 4-H, Rob Roy (Sheepdog)
- 5-1, King Tut, (German Shepherd), Pat (German Shepherd), Weeje (Norwegian Elkhound)
- 6-A, Fala (Scottish terrier)
- 7-F, Charlie (Scottish terrier)
- 8-B, Him & Her (Beagles); Bianco (White Collie)
- 9-D, Vicky (French Poodle), Pasha (Yorkshire terrier), King (Irish Setter puppy)
- 10-E, Liberty (golden retriever)
- 11-C, Millie (Springer Spaniel)

20 WHATCHAMACALLITS

- 1, B; 2, C (also called a slipcase); 3, A; 4, A; 5, A; 6, C; 7, A; 8, B; 9, A; 10, B; 11, A; 12, B; 13, B; 14, B; 15, C; 16, B; 17, A; 18, A; 19, C; 20, C; 21, C.

23 SPIDER'S WEB



1. Crawl
 2. India
 3. Faint
 4. Timber
 5. Rigid
 6. Cotton
 7. Roster
 8. Choirs
 9. Suave
 10. Lying
 11. Three
 12. Libras
 13. Stress
 14. Ghoul
 15. Dress
 16. Moore
 17. Quiet
 18. Estate
 19. Valise
 20. Canada
 21. Slyest
 22. Dieter
 23. Wands
 24. Clasps
 25. U-boat
 26. Zambia
 27. Beast
 28. Debbugs
- The letters in the second and fourth rings spell:
"My brain, more busy than the labouring spider,
weaves tedious snares."

26 DSZQUPHSBNT!

1. CRYPTOON. "One of the benefits of joining our health club is Thursday 'All You Can Eat Ribs Night'."
2. CREATURE COMFORTS. The dog was created especially for children. He is the god of frolic.—Henry Ward Beecher
3. ¿QUE PASA? Great moments in "bad"-vertising: The Chevy Nova sold poorly in Spanish-speaking countries, where "no va" means "doesn't go."
4. IT'S A TWISTER. Investment advisor says "Shawn, sell shares soon." Shawn replies, "Sure—that's easy for you to say."
5. OOH, BABY BABY. Expecting father has prenatal anxiety, fearing paternal instincts may cause parental mistakes.
6. PUNCTUATION STATION. The answer: Ruth Gordon and George Segal; the *Jeopardy!* question: "What is, 'Who starred in 'Where's Pop-pa?'?"
7. MOUTHING OFF. "Virtuous" vocalist, veiling venomous vein, vicariously vents verboten vulgarities ventriloquially.

35 SPELL-WEAVING



38 MIX WELL

- | | |
|-------------|------------------------|
| HOSE—SHOE | BRUSH—SHRUB |
| LAMP—PALM | EARTH—HEART |
| SOUP—OPUS | MELON—LEMON |
| POTS—SPOT | DRAPES—SPREAD (oleo) |
| (on dog) | FINGER—FRINGE |
| SINK—SKIN | PETALS—PLATES |
| DIAL—DALI | BASTER—BREAST (turkey) |
| PEARS—SPEAR | CLOVER—VELCRO |
| BEARD—BREAD | DRAWER—REWARD |
| SCALE—LACES | PICTURES—PIECRUST |

42 EYEBALL BENDERS

1. Iron
2. Picture frame
3. Toothbrushes
4. Umbrella
5. Soda bottle
6. Rocking chair
7. Shoes
8. Coffee mug
9. Ceiling light

31 STEPQUOTE

P	O	E	T	R		A	C	C	T		F	R	O	S	T
A	L	A	R	Y		A	L	L	A	H		L	E	V	E
L	E	R	O	I		L	I	A	N	A		A	L	E	N
						O	L	D	S	O		D	E	M	E
						A	R	A	B		D	E	L	A	W
A	L	F				W	A	Y	O	F		S	E	S	S
T	I	L	L			N	E	A	T	H		V	I	E	N
P	L	A	I	D		D	R	A	I	N	E	D		D	I
A	L	I	V	E							K	E	N	N	E
R	E	L	I	C		A	S	I	D	E		C	A	P	E
						D	A	C	R	O	N		A	G	I
R	A	F				M	R	M	A	G	O		R	E	L
E	U	R	O	P	A		P	L	A	N	E		R	O	T
D	R	O	P	S	I	N		I	F	E	B		T	E	D
D	O	N	T			N	E	B		S	O	R	T		
						T	I	S	S	U	E	S		C	O
A	N	A	M	E		T	I	A	R	A		E	N	I	A
V	O	G	U	E		E	G	R	E	T		T	O	N	T
I	T	E	M	S		R	E	A	D		H	R	O	A	T

18 BEHIND THE EIGHT BALL

1. $123 - 45 - 67 + 8 - 9 = 10$

2. $\frac{3}{6} = \frac{9}{18} = \frac{27}{54}$

3. The balls are arranged alphabetically, according to the spelling of their numbers

4. $\frac{14076}{98532} = \frac{1}{7}$

6. $\frac{1963}{7852} = \frac{1738}{6952}$

5. 381654729

10 LOGIC

Vertigo Artifax: circle, 827-3946, VASEWIN, push-button, table, goldenrod
Egbert Brickbrack: five-way intersection, 326-7894, EBORUXI, dial, table, cerise
Ichabod Furbalow: square, 436-9852, IFOXULA, dial, wall, chartreuse
Axelrod Gismow: oval, 243-9856, AGEYUKO, push-button, wall, mauve
Cedric Oddment: quadrangle, 265-4837, COLIVER, push-button, floor, pumpkin
Montague Ultrah: one-way street, 687-4325, MUISIDAL, dial, floor, burgundy

For a detailed solution to "Dial Tone," send a self-addressed stamped envelope to: Dial Tone, GAMES Magazine, 810 Seventh Avenue, New York, NY 10019.

25 RETURN ENGAGEMENT

- | | | |
|--------------|----------------|---------------|
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| 2. Piggyback | 7. Flashback | 12. Razorback |
| 3. Backhand | 8. Quarterback | 13. Humpback |
| 4. Greenback | 9. Backlash | 14. Outback |
| 5. Hunchback | 10. Hatchback | |

27 WORD WHEEL



36 CROSSWORD MARATHON

REC CAULK RAIDS JACKET
ACE ORRS MATES JETTY URAL
SOANDSO RULES BOWES TREVI
EDGES BATON BONER MANTAS
SEEN PARTIV PIXEL FIREANT
ETUDES ELUDES SEX RITE
INC ORATOR APER BARES LID
CEO NIPS ELVIS BOGARTS
EVEREST ARIEL BEZEL ALDUS
CAVORT CLAMS ZEROS PRIEST
ADAMS COATI FANGS RIDDLE
PALE TOPTENSONGS SOLO ESE
OPIATE KENYA EPSOM TUE
CEE ABLE SARD LOQUAT WEPT
OLDAGE RAP VAT TUR SPA
WATERS DOVE HATING ADEER
PITAS AMOUR BEBOP ALLENDE
ONES FLINTSTONES FLIESOUT
XED BLINI AIRED PIERY SCI
DRUNKS RENT MANNA PIER
OPERATES RESTAREA PASSE
REPINE JABS ARMS BIG
ARIES STOLA COPTS SONATAS
NLS BOWIEKNIVES SERENADE
GOO BRUIN EVER JAWED KEN
EDGELONG ALLIN DOVER MISS
LEWD SCULL NAKED TANTE

27 CLEF NOTES

OMITS WELFARE
MINARETS ABILENE
SARALEE TANKERS
THIN LAMENT SO SO
RUT LATER HEL
ENID ROLLE OSS
ACMES OOMPH
THESOUNDOFMUSIC
ENNUI SMASH
DOOR STOAT SLOE
OCT TUNA ILE
DDT HEISTS AVAS
RELATIVE ESTIMATE
DEVOTES DENOTES
DETEST LAKES

25 IN THE RED

TOMBS ACME APES
ADARE LEAP TAXI
LOUIE ALLI EVIL
CRIMSON TIDE ELL
ADS EVADES
SHREWS GAMES
TOILE DELI TAPS
ASTUDY IN SCARLET
BEAD ALTO MOOLA
EARLS TASTER
TANDEM OAT
OWE RUBY TUESDAY
PAID LOOT UTILE
ARLO KILO RAVEL
ZEST ELKS STEEL

WILD CARD ANSWERS

IMPROPER NAMES

- | | |
|--------------------|---------------------|
| 1. Alistair Cooke | 14. Hugh Hefner |
| 2. Anthony Perkins | 15. Edith Piaf |
| 3. Orson Welles | 16. Joe Namath |
| 4. Eudora Welty | 17. Lenny Bruce |
| 5. Bette Davis | 18. Mario Puzo |
| 6. Charlton Heston | 19. Meryl Streep |
| 7. Clint Eastwood | 20. Ava Gardner |
| 8. Carl Sandberg | 21. Robert Goulet |
| 9. Daryl Hannah | 22. Sean Connery |
| 10. Daniel Boone | 23. Stan Musial |
| 11. Fred Astaire | 24. Walter Cronkite |
| 12. Goldie Hawn | 25. Yoko Ono |
| 13. Omar Sharif | |

NAMING THE KIDS

- Blondie (Dagwood and Blondie Bumstead)
- Hägar the Horrible (Hägar and Helga)
- Hi and Lois
- The Family Circus
- Momma (Momma Hobbs)
- For Better or Worse (Elly and John)

GOOD DEAL

Your best bet is to trade for the third curtain. If you trade curtains, you'll win the loot if your original choice was wrong (which it should be two-thirds of the time); you'll lose only when your original choice was right (one-third of the time). Thus, by trading, you have a two-thirds chance of winning the money.

PHONY WORDS

The common words we found are: adroitly, dilatory, enthalpy, foxtails, gunwales, idolatry, keypunch, uneasily, unfairly, and waterlog. Less familiar words include: cryolite, epicotyl, gunlayer, lynchets, and sodality.

ENIGMATIC ELECTION

Since no voters ranked Addle third, there were at most four different rankings (using the candidates' initials): (1) ABC; (2) ACB; (3) BAC; (4) CAB. More chose ranking (3) than chose ranking (4); and more chose (4) than (1) and (2) together. More chose (2) and (4) together than chose (1) and (3) together. Thus, the number who chose (3) was less than a majority, and the number who chose (2) exceeded the number who chose (1). Since each candidate was ranked second by an even number of voters, the sum of those who chose (3) and (4) is even—as are both the number who chose (1) and the number who chose (2). Of the 32 voters, at most 15 chose (3). If (3) had 15 votes, the possible numbers for (3), (4), and (1) and (2) together, respectively, are: 15, 13, 4; 15, 11, 6; and 15, 9, 8. But in each case, the last number cannot be the sum of two positive even numbers which differ by enough to make the sum of (4) and (2) exceed the sum of (3) and (1). The only other possible numbers for (3), (4), and the sum of (1) and (2), respectively, are: 14, 12, 6; 14, 10, 8; and 13, 11, 8 (since 12 for (3) forces (1) and (2) to have at least as large a number as (4)). Of these, only 13, 11, and 8 satisfy all the conditions—with 8 necessarily comprising 6 for (2) and 2 for (1). In summary:

- 13 voters chose Boggle, Addle, Cavil;
11 voters chose Cavil, Addle, Boggle;
6 voters chose Addle, Cavil, Boggle;
2 voters chose Addle, Boggle, Cavil.

OPPOSITES ATTRACT

- Near/far
- All/none
- Wild/tame
- Alive/dead
- Clean/dirty
- Keen/dull
- Gained/lost

CALCULATED ROUTES

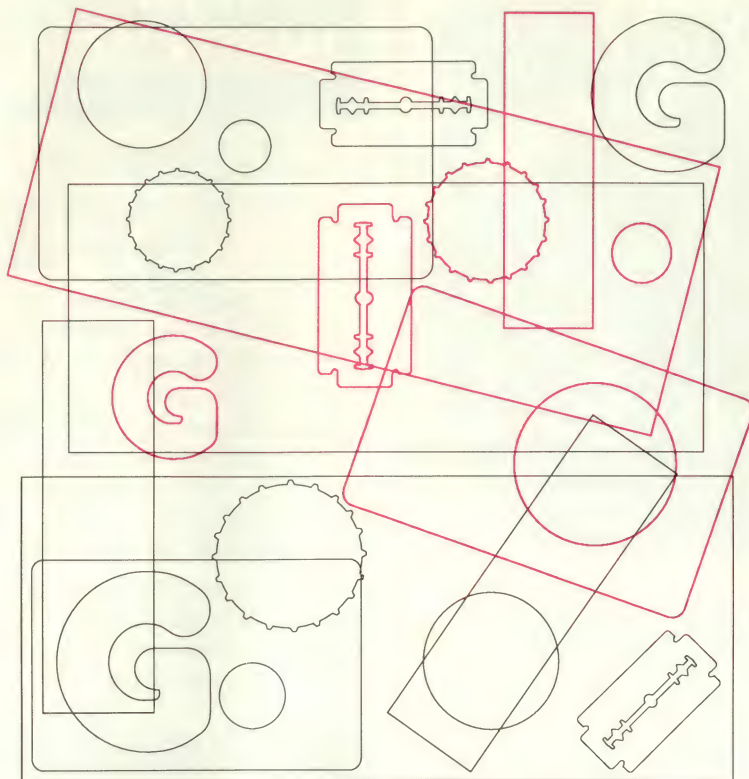
- (Starting at the T in row 4, column 4) Thirteen times four = FIFTY-TWO
- (Starting at the T in row 6, column 2) Twenty-one plus seventy-seven = NINETY-EIGHT
- (Starting at the T in row 7, column 2) Two hundred twenty-seven minus two hundred two = TWENTY-FIVE
- (Starting at the E in row 3, column 4) Eighteen thousand divided by one hundred twenty-five = ONE HUNDRED FORTY-FOUR

FROGS & FROGS

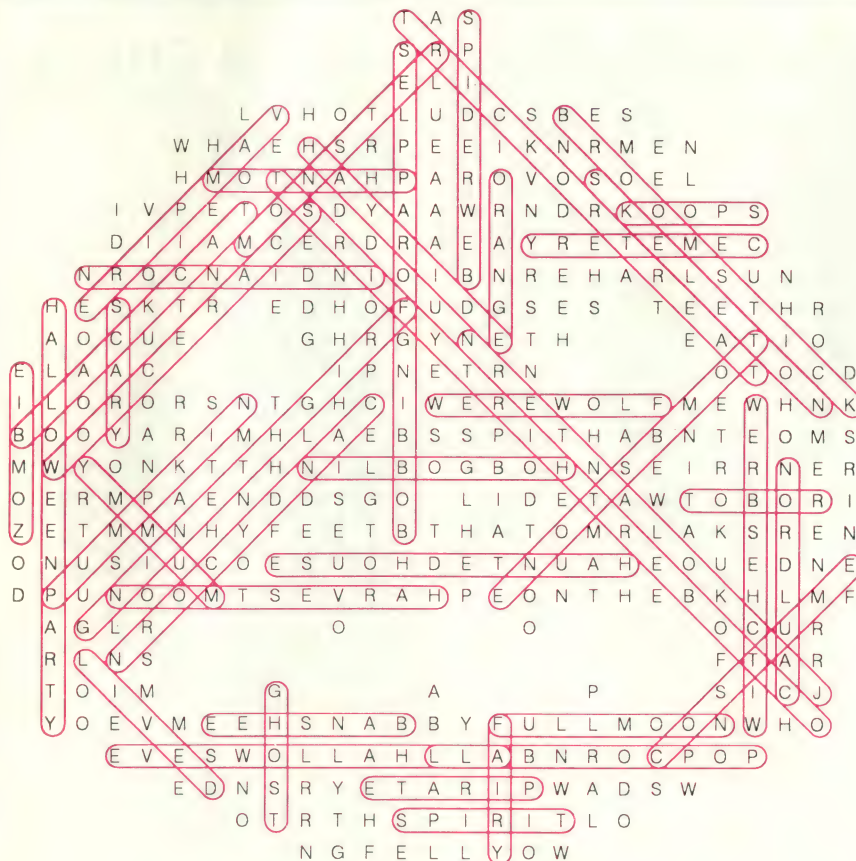
There were 1,925 frogs in all, 1,155 male and 770 female. The Professor, born in 1925, was 63 years old when the tape was made.

32 SMALL, MEDIUM, OR LARGE?

The correct outlines are shown in red.



24 BOO!



33 CRYPTIC CROSSWORD 1

ACROSS

- 1 Tremendous (sound meter)
- 6 Stew (wets)
- 10 Drone (done + r)
- 11 Cautioned (I counted a)
- 12 Ponytail (into play)
- 13 Suede (sued + e)
- 15 Asinine (as + I + nine)
- 17 Yachted (y + detach)
- 19 Rotated (to trade winds)
- 21 Custody (stud coy)
- 22 Loner (L + Reno)
- 24 Mammoths (ma + M + moths)
- 27 Insomniac (wINS OMNI ACclaim))
- 28 Elite (tile +E)
- 29 Gall (Gaul)
- 30 Shellacked (she + lacked + l)

DOWN

- 1 Tide (tied)
- 2 Economist (minces too)
- 3 Every (e + very)
- 4 Declare (real + Dec.)
- 5 Usually (U + ally + us)
- 7 Tense (two meanings)
- 8 Wednesdays (dyes and sew)
- 9 Dissects (Di's sects)
- 14 Patrolling (pa + trolling)
- 16 Interims (wINTER I'M Suggesting)
- 18 Toothpick (too + thick + p)
- 20 Dampish (map + dish)
- 21 Comical (co. + claim)
- 23 Nasal (NASA + L)
- 25 Opera (O + per + a)
- 26 Lead (two meanings)

33 CRYPTIC CROSSWORD 2

ACROSS

- 1 Tonic water (winter coat)
- 6 View (steVIE Wonder)
- 10 Irrate (I + rate)
- 11 Seventeen (seen + event)
- 12 Westerns (we + sterns)
- 13 Tithe (it + the)
- 15 Optical (tic + opal)
- 17 Ransack (sac + rank)
- 18 Grenada (a danger)
- 20 Gleason (strugGLE AS OnE)
- 22 Nicks (nix)
- 23 Obstacle (East bloc)
- 26 Old master (art's model)
- 27 Oomph (100 - 1 + MPH)
- 28 Aide (idea)
- 29 Spiro Agnew (gains power)

DOWN

- 1 Tail (tale)
- 2 Nearest (net + Ares)
- 3 Cleft (C + left)
- 4 Australia (Al + Austria)
- 5 Eaves (ave. + E + S)
- 7 Inertia (I retain)
- 8 Wunderkind (w + underkind)
- 9 Instance (in + stance)
- 14 Gorgonzola (gorgon + Zola)
- 16 Clansman (calms an + n)
- 17 Registrar (rarer + gist)
- 19 Encoded (ended + co.)
- 21 Solomon (solo + Mon.)
- 23 On tap (Paton)
- 24 Aroma (a + Roma)
- 25 Chow (cow + H)

30 WORD SPLICING

Cordial	Million	Student
Earnest	Propose	Tangent
Epicure	Rampage	Termite
Heathen	Restore	Textile

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clues

- a. **TERM:** comical clavicle
- b. **SAYING:** Avoid shedding tears over toppled liquid dairy products.
- c. **BOOK TITLE:** Authentic Males do not Consume Egg Pie.
- d. **QUOTE:** Bestow up on me freedom or bestow upon me lifelessness.
- e. **TV SHOW:** Bequeath it to a Bucktoothed Rodent.

answers

a. Funny bone. b. Don't cry over spilled milk. c. Real Men Don't Eat Quiche. d. Give me liberty or give me death. e. Leave it to Beaver.

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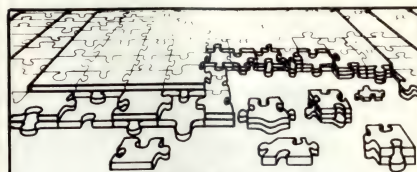
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THE SEAGRAM'S 7 Challenge

Which Witch Is Which?

The three Halloween witches in the Seagram's 7 advertisement on the facing page are mixing their favorite drink. The first names of the witches—not necessarily in the order in which they appear in the ad—are Alta, Bella, and Carla. Their last names (again, in no particular order) are James, Johns, and Jones. From the clues below, can you tell each witch's full name?

1. The witch without a hat is not Johns.
2. James is not holding any oranges.
3. Carla and James are almost the same age.
4. Bella's hands are not empty.
5. Carla is closer to the right edge of the ad page than Bella is.
6. The witch wearing the hat without stars is not Jones.
7. Bella lives only a block away from Johns.

You may find it helpful to use the grid below to cross out possibilities as you eliminate them.

	Alta	Bella	Carla	James	Johns	Jones
Left Witch						
Middle Witch						
Right Witch						
James						
Johns						
Jones						

Answer

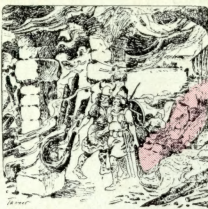
From left to right, the witches' full names are Bella Jones, Carla Johns, and Alta James.

28 BULLETIN BOARD

1.



2.



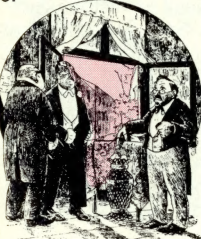
3.



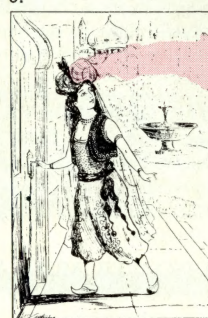
4.



5.



6.



7.



8.



34 DOUBLE CROSS

- | | |
|---------------------|-------------------------|
| A. KLAMATH | M. EBONY |
| B. USHER | N. NATION |
| C. ROTARY | O. IVAN LENDL |
| D. THE WIFE OF BATH | P. GOING MY WAY |
| E. RATTLE | Q. HILTON |
| F. ELECTIVE | R. TYRONE POWER |
| G. ISAAC ASIMOV | S. SHAWL |
| H. GIRL SCOUTS | T. THE CALL OF THE WILD |
| I. EDWARD WESTON | U. APOCALYPSE NOW |
| J. RAND | V. NAVAJO |
| K. ONLY | W. DOUBLE DUTCH |
| L. NOBODY'S FOOL | X. STILT |

At political rallies young Congressman Lyndon Johnson would flamboyantly whip off his twenty-five dollar Stetson hat and throw it to the crowd. He always got it back, however, because he would pay a small boy one dollar in advance. . . to retrieve it.—Kurt Reiger (and Richard Shenkman), *One-Night Stands* (with American History)

30 TO THE NINES

1. Tollbooth
2. Fifteenth
3. Suffocate
4. Storybook
5. Firelight
6. Whitewall
7. Furniture
8. Detergent
9. Eyelashes

"The shifts of Fortune test the reliability of friends."—Cicero

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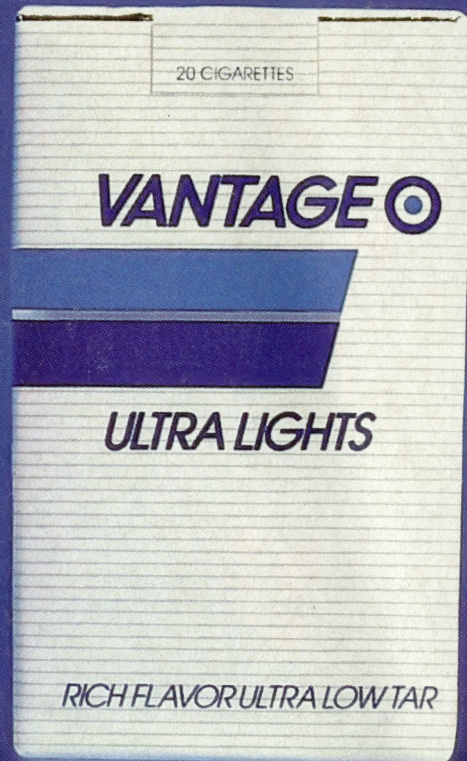


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